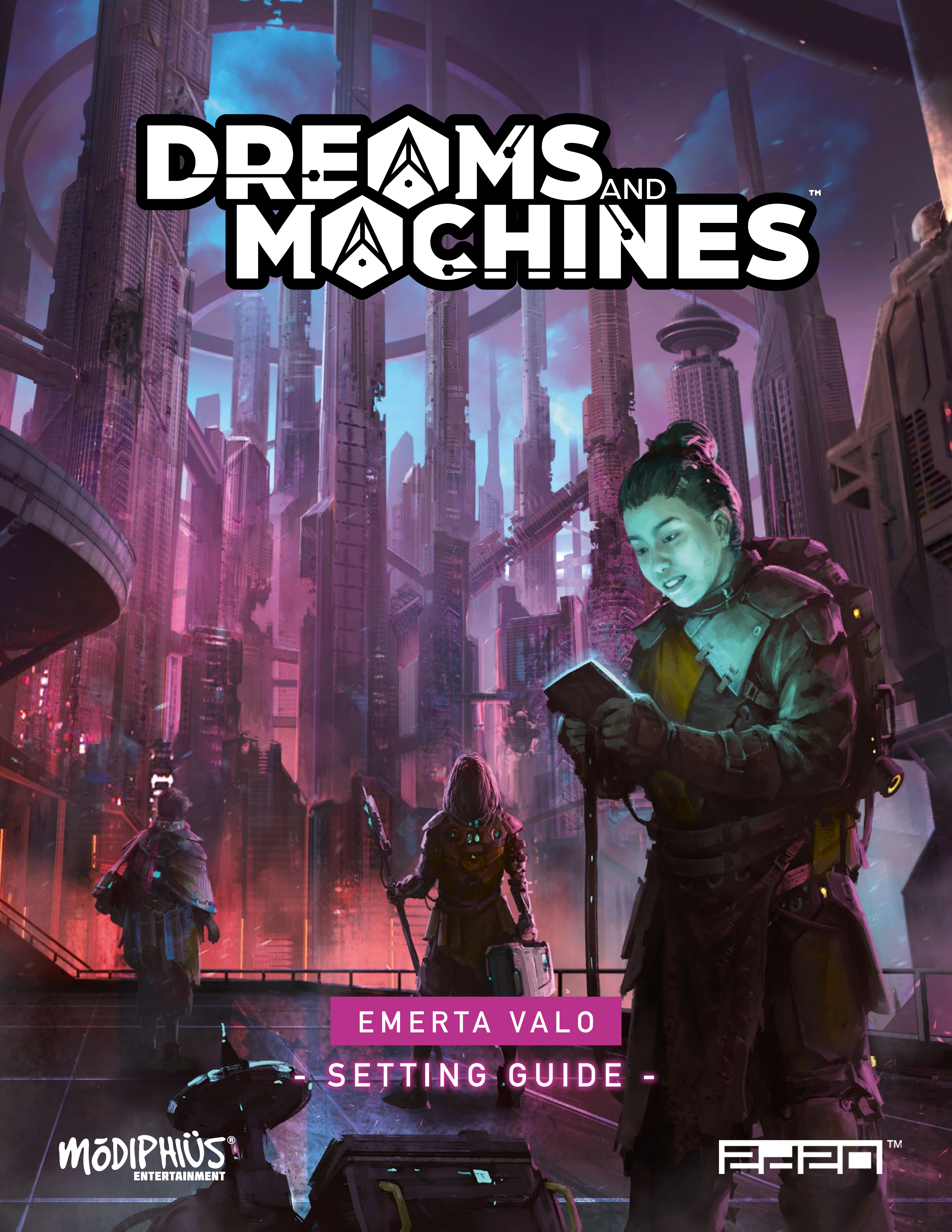

DREAMS AND MACHINES™

EMERTA VALO

- SETTING GUIDE -

MODIPHIUS® ENTERTAINMENT

2d20™

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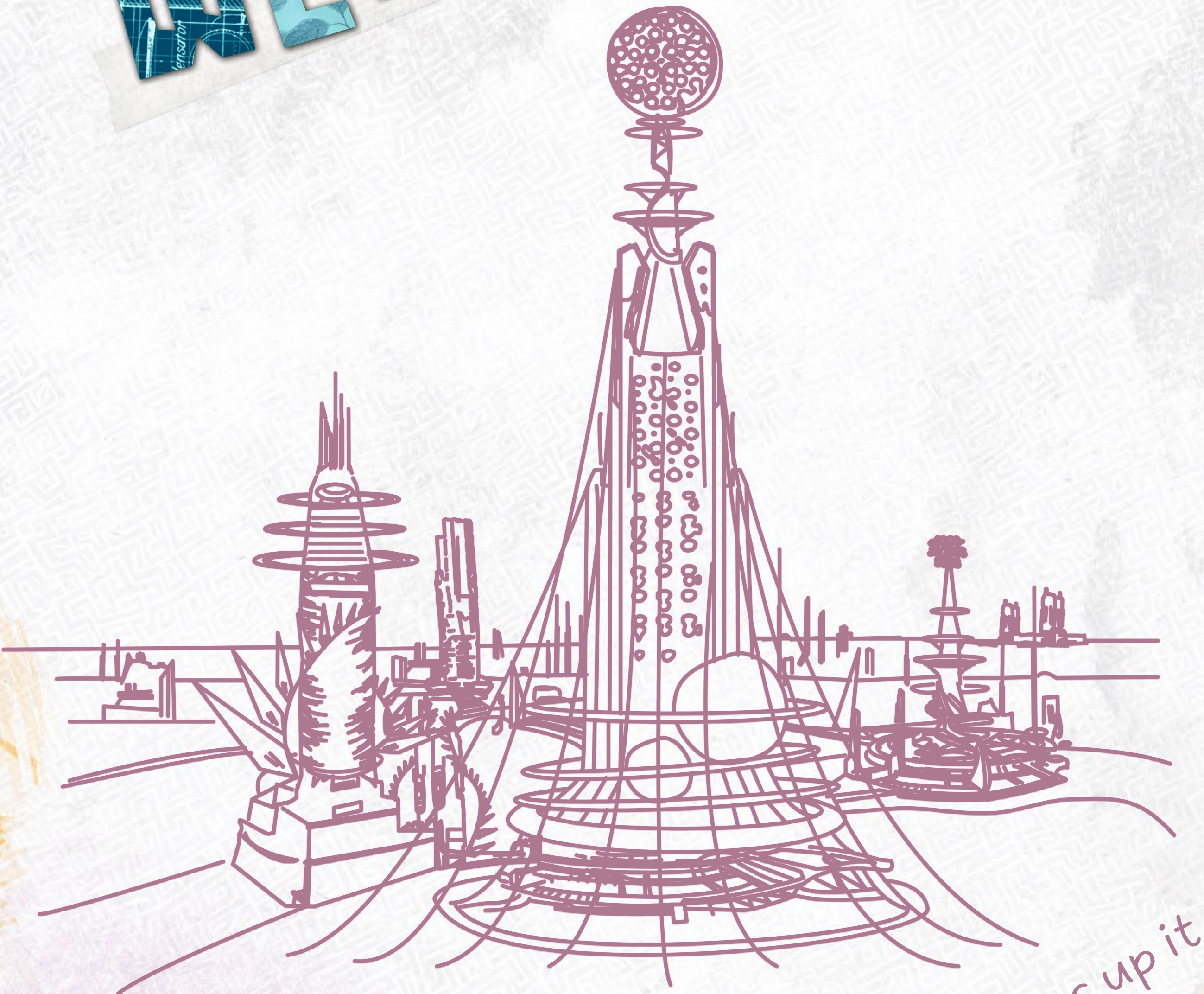
WELCOME



I wonder how many steps up it is?

CHAPTER 1

INTRODUCTION

This place looks BIG

WELCOME TO THE (CONCRETE) JUNGLE!

Before the fall of Evera in the Builder's War, Everans built giant cities, gorgeously appointed spaces, perfectly proportioned and laid out to make life idyllic for their inhabitants. Machines performed every menial task, maintaining the cities and their beauty. Life for Everans in these places was luxury beyond imagining, every whim tended to, every need met. Through the miracle of Atomas anything was possible, any idea or dream made physical in minutes.

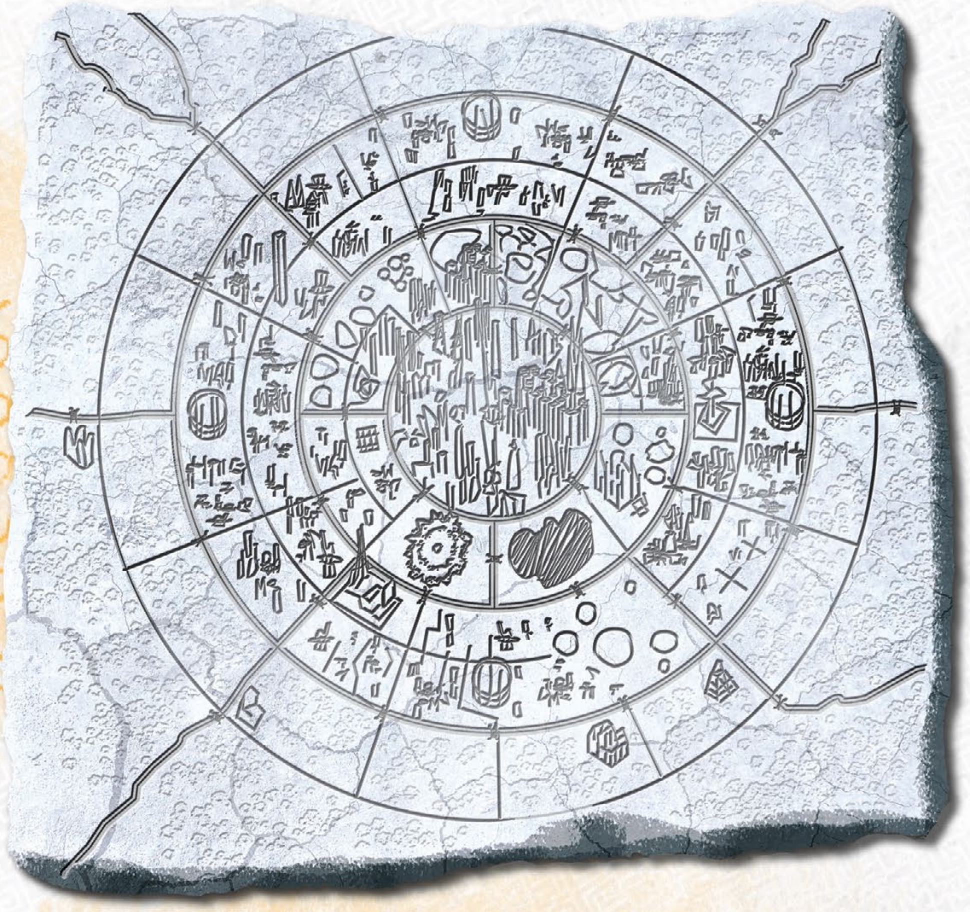
During the war, these cities became brutal battlegrounds, the Builder's mechs destroying every human they came across. The death toll was hideous, millions of humans dying at the hands of the machines that should have been caring for them. Some cities were destroyed completely, blown to pieces, while others were scourged free of life but left mostly standing.

This sourcebook explores the hidden dangers of these ruined paradises. It provides an in depth look at the region of Emerta-Valo, and the city of Emerta itself. It also provides rules for expanded exploration and adventure generation within cities, two new Archetypes, and a huge list of expanded talents and equipment to outfit hardy adventurers in their quests.

This sourcebook also explores several places first shown off in the core books; Elion Hill, the Deepwoods Archives, and Padrol Tower. We wanted to take the opportunity to take a deeper delve into these areas and furnish gamemasters with more information on these most interesting settlements.

The various options presented here will give players and gamemasters a much deeper understanding of the world of Evera, and of the areas both immediately around New Mossgrove, as well as further afield.

With that said, let us delve into the glorious cities of Evera, fallen monuments to humanity's glory and hubris!



CHAPTER 2

LOCATIONS

I think I've been there!

This section provides detailed write ups on some of the locations featured in ***Dreams and Machines***, including the Deepwoods Archive, Elion Hill, and Padrol Tower. A Spear Cell, and two Archivist settlements, these locations offer many potential adventure seeds and memorable new NPCs for player characters to interact with.

This chapter also includes detailed explorations of the region of Emerta-Valo and the gigantic city of Emerta itself. Emerta-Valo lies immediately to the north of Regis Kasteel, and provides a brand new region to dig into, explore, and set a multitude of adventures within. We have provided a wealth of information on these areas, in order to give you tons of ideas and information with which to plan your adventures as you expand beyond the immediate area around New Mossgrove.

Emerta-Valo is a rich area, a fertile floodplain dominated by a giant river. All manner of strange creatures and unusual people may be found here, including some that wouldn't be recognized in New Mossgrove. There are dozens of options for future adventures within Emerta-Valo, and that's without even getting into the city of Emerta itself.

Emerta is giant, dangerous, and beautiful. It could be the birthplace for dozens of campaigns, and the grave of any foolish enough to ignore its perils. It is hard to truly express the scale of this city; 40 kilometers across, with towers reaching kilometers into the sky, and entire streets and districts built underground.

We encourage you to let your imagination go wild when exploring Emerta. The city was a playground for Emertans, and technology was woven throughout the entire city. Much of this technology was destroyed, but much has survived the centuries, and some of it was truly bizarre. We have covered some of it here, but anything you can imagine is possible in Emerta. All of your dreams can come true.

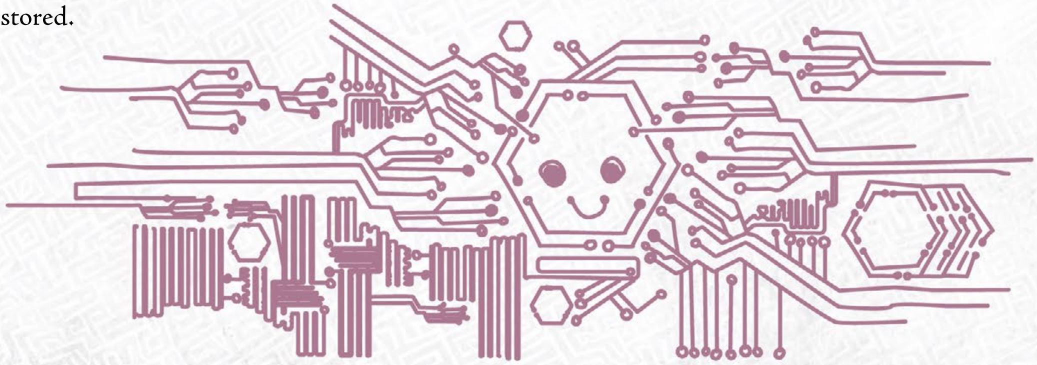
All of your nightmares too.

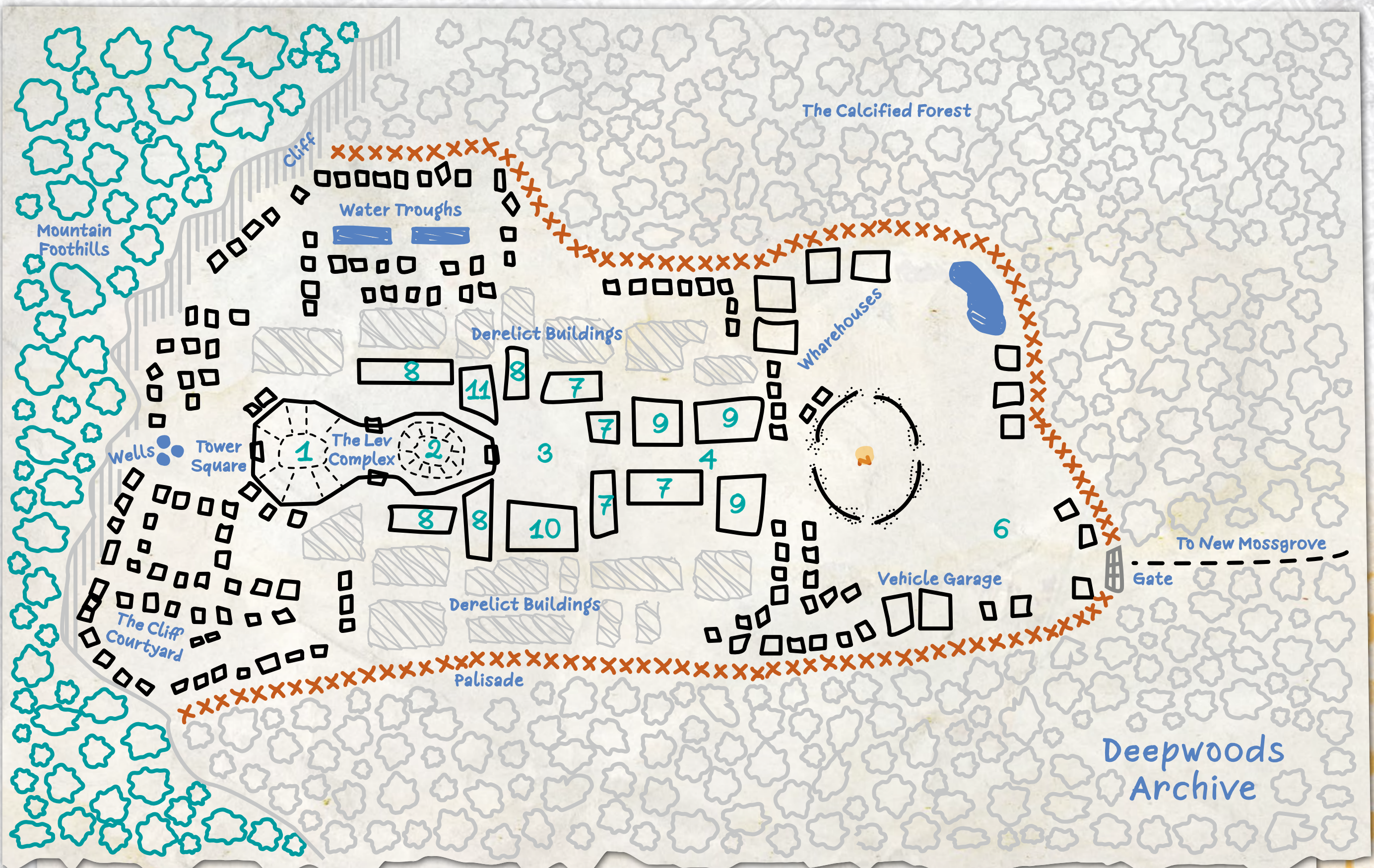
THE DEEPWOODS ARCHIVES

THE HISTORY

The Deepwoods Archive of today arose from the ruins of the old Deepwoods Campus. It was an out of city location for the Kasteel City University, nestled within the foothills of the low mountains, and embraced by the beautiful and ancient forest. When the War broke out Deepwoods became a center of resistance under Professor Lev Alexandra — an Archivist outpost inspired by the radio rallying cry of the La Scio Archive far to the south. Inevitably Deepwoods became a target, and Professor Alexandra and his Archivists fled into the mountains. After the War the survivors returned to find devastation — super-heated wildfires, fanned by the Builder's mechs, calcified the entire forest in the blink of an eye, and now Deepwoods lies within a grotesque landscape of withered statues, in black, white, and gray. The campus itself was terribly damaged, but the inner towers survived and were re-occupied, their systems restored.

The small community of the Alexandra Enclave grew under the leadership of Lev Alexandra, although he died soon after the War. They looked inward, using the visionary dreams conjured by the local forest mushrooms to build their epicurean philosophy. But it was a struggle, and failure stalked them for many a year. Eventually, the Archivists realized they needed a more diverse community. They opened their doors to Archivists from other philosophies and Everans from all walks of life. The Alexandra Enclave became the Deepwoods Archive, the thriving Archivist epicenter of Regis-Kasteel. They scavenged and salvaged, grew what they could, traded for the rest, and schooled any and all who wished to learn.




The Calcified Forest
Cliff
Water Troughs
Mountain Foothills
Derelict Buildings
Wharehouses
Wells
Tower Square
The Lev Complex
To New Mossgrove
Gate
Vehicle Garage
Derelict Buildings
The Cliff Courtyard
Palisade
Deepwoods Archive

20m ⟷
1: The Deepwoods Tower
2: The Archive House
3: Alexandra Square
4: The Spine
5: The Chaplain's Retreat
6: East Courtyard
7: Housing blocks
8: Science labs
9: Technical workshops
10: Communal Halls
11: Armory & Stores

THE PLACE

The centerpiece of Deepwoods is the Lev Complex, a two-towered building that houses the Archive House in the first tower and the senior Archivists' auditoria and tutorial rooms in the Deepwoods Tower. The Deepwoods Tower, 50 meters tall and the only part of the settlement visible above the calcified forest, also houses the Council room and the Neutrino Accentuation Displacement Interferometry Radar, or NADIR for short. The NADIR experiment, based on pre-War technology, allows the scientists at Deepwood to scan and map the underground topography as if the earth were transparent, learn more of the Thralls, and perhaps gain early warning of their movements. Sadly, it requires parts only their Industrial Atoma can fashion, but that machine recently stopped with a thunk and a whine and hasn't worked since.

The Lev Complex opens onto the paved Alexandra Square where official gatherings involving the whole community are held. To the east, the Spine of the campus charts a path across the settlement, surrounded by housing blocks where Archivists live in bunk rooms; science labs of all varieties where the Deepwoods Archivists study and learn; and the technical workshops, where that science is turned into practicalities to help the settlement. Alongside Alexandra Square is the communal hall, used as a dining hall, a library, and a social venue, and the Deepwoods armory. Surrounding all this are the derelict remains of old university buildings, shattered — or at least rendered uninhabitable — during the War, some of which are now earmarked for restoration and repair.

The Everan community grew around this campus in shacks of wood and stone, with localized areas gaining characters of their own: the “Troughs,” the “Tower Squares,” and the “Cliff Courtyarders” have all developed their own group identities, and along with them, good natured rivalries with the others.

At the east end of the settlement lies the east courtyard, with its warehouses, garages, and Guardian posts. Dominating this space is the ruined shell of the university’s old Chaplaincy Center, formerly a multi-denominational religious facility. Now it’s just called the Chaplain’s Retreat and is used as a meeting place.

Deepwoods survives on its innovation and close links with other communities. It has power, generated through deep geothermal spikes, clean water, and a small food supply harvested from the calcified forest along with the epicureans’ delight, the Alucino mushroom. Deepwoods is not self-sustaining, however, and needs to trade for other essentials.

The Archive is protected by a thick palisade of giant wood and iron caltrops, forged together so closely to form an impenetrable barrier. The one gate in this barrier stands at the eastern tip of the settlement, on the road to New Mossgrove.

THE PEOPLE

Deepwoods is not a typical Archivist community. Most Archivist groups cohabit with only those who support their particular philosophy, but Deepwoods is different — they welcome any and all Archivists, regardless of their group or philosophy. This makes it a melting pot of intellectual debate, deep argument, and principled stands — otherwise known as bickering and sniping. Deepwoods is overseen by a council of Estro-ranked Archivists, led by the epicurean Estro Attleigh teni Deepwoods. They strive to bring harmony to what is a highly eclectic mix of people and beliefs, to improve the facilities at Deepwoods, to gather, collate, and protect knowledge from any source and on any matter, and send out expeditions to gather that knowledge.

Estro Attleigh is elderly and has been the Luminary of the Council for many years. As an epicurean he spends much of his time in a meditative trance, fostered by liberal consumption of the Alucino mushroom. Many say that this, and his advanced age, makes him muddle-headed and a liability — the dispute with Estro Bruan over Padrol Tower is seen by some as proof of his inability to lead Deepwoods forwards. The rest of the Council is a cross-philosophy mix of Archivists, from the Deepwoods philanthropist Estro Kevan and pragmatist Estro Ellith, to the literalist Timon teni 39ers, the seclusionist Palmay teni Itso, and the fatalist Pushpa teni Parsec. Outsiders are amazed that anything gets done with that particular bag of cats in charge.

Estro Attleigh’s chief critic is Estro Rufina, a teleologist who believes Deepwoods should focus their efforts more on the war to come with the Builder and the Thralls, and less on making everyone “feel comfy.” Her argument is gaining strength, although most Archivists remain skeptical over her doomsday predictions.

The caretaker of Deepwoods, the man responsible for keeping the lights on, is Ekzeku Lot. He does little work himself now, due to his age, but seems to be everywhere directing his people. He’s usually found in one of the technical workshops, haranguing the poor mechanics, harping on that kids today don’t know the first thing about engineering. While this can get annoying, he’s been a fixture of Deepwoods for as long as anyone can remember, and his cantankerousness is part of his charm. Mostly.

Trade with New Mossgrove and the other communities is managed by Ellery Diggins, a former New Mossgrover who knows everyone and everything. He spends his time traveling with his trade caravan, his younger brother and driver Malachai, and Guardian Tafelberg, making deals and bringing in supplies. Ellery’s good at his job but is not the most personable of folk — some say he’s skimming off the top and feathering his own nest, but that’s just talk.

Deepwoods is protected by a strong volunteer force of Guardians, led by Estro Farah. An experienced fighter from her life with the 39ers, Timon is a forceful leader — the other Guardians respect her greatly, even if they don't like her much.

There are also three promising young Rango-ranked Archivists, Halderai, Orundi, and Kay. Halderai, a teleologist, is a prodigy — confident, energetic, fiercely intelligent, she is determined to find the La Scio Archive and unearth its secrets. Many older Archivists feel threatened by her can-do attitude, but she thinks they should either help her or stand aside. Orundi and Kay are inseparable friends but come from vastly different philosophies. Orundi is from the epicurist philosophy, and is the son of Estro Attleigh, while Kay hails from the teleologists, led by her hard-nosed mother, Estro Rufina. Neither parent approves of their friendship — Kay spends her time fiddling with technology and dragging Orundi away from his daily meditation practice on harebrained adventures.

THE STORIES

The Deepwoods Archive is a thriving community, with growing subcultures, but is vulnerable and dependent on good connections with other settlements to survive.

- How will the rivalry with Padrol Tower play out? Can Estro Attleigh summon enough support to bring Bruan into line, or will this be the tipping point for his leadership of Deepwoods?
- Will the Council support him, or will Estro Rufina foster a coup behind the scenes?
- Will the diversity of Deepwoods continue to be beneficial, or will someone use it to drive a wedge through the community for their own nefarious purposes?
- What happens if evidence surfaces that Ellery Diggins is ripping off the community? If he is, why is he doing it — pure greed or is there a bigger purpose behind him?
- What happens if Ellery Diggins disappears on a trade trip? Where did he go? Was he attacked by Thralls or is he up to something?
- Passing Grabbers speak of an Industrial Atoma that's been seen in the ruins of Kasteel City. It's a deadly trip, but will someone be willing to go? Perhaps the irrepressible Rango Halderai goes on a solo mission and is doomed to fail. Surely someone must go after her?
- There are rumors of Thrall movements in the hills and forest — how long before they threaten Deepwoods directly?

ELION HILL

THE HISTORY

In the last days of the war for Evera Prime, the Builder lashed out and felled anything that could still fly. It was in those dark times that the *Elevation* crashed to the ground, split in two by the force of its fall. The larger section now rests against the mountain itself, angled upon the lower slopes and visible for miles around. The smaller section fell not far away and sits sheltered within the foothills at the base of the mountain.

For a time, the Elevation's only occupants were the skeletons and ghosts of Evera's past, as well as the creatures that made their home in its remnants. Then, a hundred or so years ago, a group of Spears found the wreckage and decided to make it their home. They saw what remained of the name on the ship, and they decided to honor its past by carrying that name into the future. Five letters remained visible upon the exterior "E L I O N", the rest lost to time and metal crumpled in the crash.

THE PLACE

In the century since its founding, Elion Hill has become a very prominent Cell in the region. It's a Spear Cell, so it's not quite a hub for commerce, but it is well known as a safe and welcome respite against the wilderness. Nothing is quite so well-defended as a Spears' home, after all. Visitors are reminded of this by the trophies that Spears have decorated the main entrance with. Mechanical joints, processing units, and many types of oil-covered wire turn the main road into a macabre mechanical museum of the Spears' more impressive victories for nearly half a mile before the lower section is visible.

The higher section of the ship is home to the kitchen, the larder, the nursery, the storehouse, and the living quarters for the younger Spears. The highest part of the ship is home to gardens, water collectors, and various other necessities. It can be a bit of a climb to reach this section, especially the highest reaches, so it's common for Spears of a certain age to move into the lower section.

Elion Hill is a very well-protected community, but it's not the most efficiently designed, considering the limitations of how the ship fell. Many of the Spears also must deal with physical differences that make climbing up or down more difficult. The Cell compensates for this by using trainee Spears as runners for just about everything, including caring for those rare Spears who have gotten too old to move on their own anymore.

Visitors to Elion Hill will find themselves fed and cared for, so long as they come in the spirit of friendship. Those who come looking for help will find it. Those who come looking for trouble will find the Spears mantra of "No one gets left behind" can have a very different meaning.

THE PEOPLE

Visitors to the area are often surprised that a delegation is waiting at the end of the road. Most visitors don't realize this is because by that point they've been watched for quite some time. The welcoming party usually consists of two guards, a Smith, and the Spear in charge of Watch Duty at that time. Often this will be Mikael Duskrin. Mikael is a tall, stout fellow who was born with a malformed left arm. In the event of battle, or a hunt, he will don a prosthesis. Without such a need, however, he doesn't bother with it. He's a firm, but friendly fellow who makes it his business to take care of the Cell's borders.

Mikael makes his home in the lower section of the ship along with the rest of the Cell's most impressive warriors. They prefer being closer to the ground on the off chance that something or someone attacks the Cell. Many would consider that these warriors must be the most frightening force in the settlement. However, ask anyone who lives in Elion Hill, and they will whisper of a far more terrifying presence, and look towards the Armory with a shudder.

Elder Smith Katrin Shangiopos is not much to look at, initially. She is a woman well into her seventh decade and bent nearly double. She often must use her Electrospear as a walking stick. However, not even the First Spear can stand against her disappointed gaze. She is the absolute mistress of the Armory, and she wields guilt, disappointment, and the sheer weight of her presence as ably as any Electrospear, although more than one uppity trainee has found that she can still humble warriors a fraction of her age in combat. She is the one who keeps all the stories of the Electrospears that rest in her Armory and ensures that each of them is in top form. She also trains the settlement's younger generation of Smiths to follow in her footsteps.

Outsiders may be surprised to learn that the Armory is also where the infirmary is located. To the Spears, there is no difference in importance between caring for a Spear's organic body, or for the Lineage and Legacy of the Electrospear. That is why the Smiths learn to care for both, and have the option of choosing which to specialize in. There are few Spears who are more valued than the Smiths that crew the Armories, and few Spears who cling more tightly to the mantra "No one gets left behind." A Smith fights every bit as implacably against death and disease as their fellows do against Wakers. Some might imagine this means that the Smiths are not also deadly warriors, but those people would not make the same mistake twice.

While Elder Smith Katrin is in charge of the Armory as a whole, she is largely happy to leave medical matters to Medico Smith Viosh Madrigal. Viosh has not been at his job long but has already demonstrated himself to be so adept that Katrin trusts him completely. That's partially because he is a dedicated scholar. He's spent time scouring the region for any bit of medical knowledge he could find, and has made it a pastime to take excellent notes, so that any who care to could follow in his footsteps. He is also the one in charge of developing new and customized mobility devices for the differently abled Spears of the settlement.

Nestled between the two split sections of the ship is the Central Fire. This bonfire is kept constantly blazing, and serves as a beacon for Elion Hill's location, visible for miles around. It is where the Spears gather, celebrate, welcome guests, and where their leaders hold court. First Spear Taera Elion is found here whenever she is not actively engaged elsewhere. She is in her sixties, but age has yet to slow her down. She's a stern figure that projects power and authority with every move. She wears a rebreather at all times to keep her congenital lung disease at bay, but it does nothing to diminish the authority with which she speaks. She is a fair ruler, and well-loved by all of her people, but especially by the Cell's children, who see the kind and gentle woman that she wishes she could be.

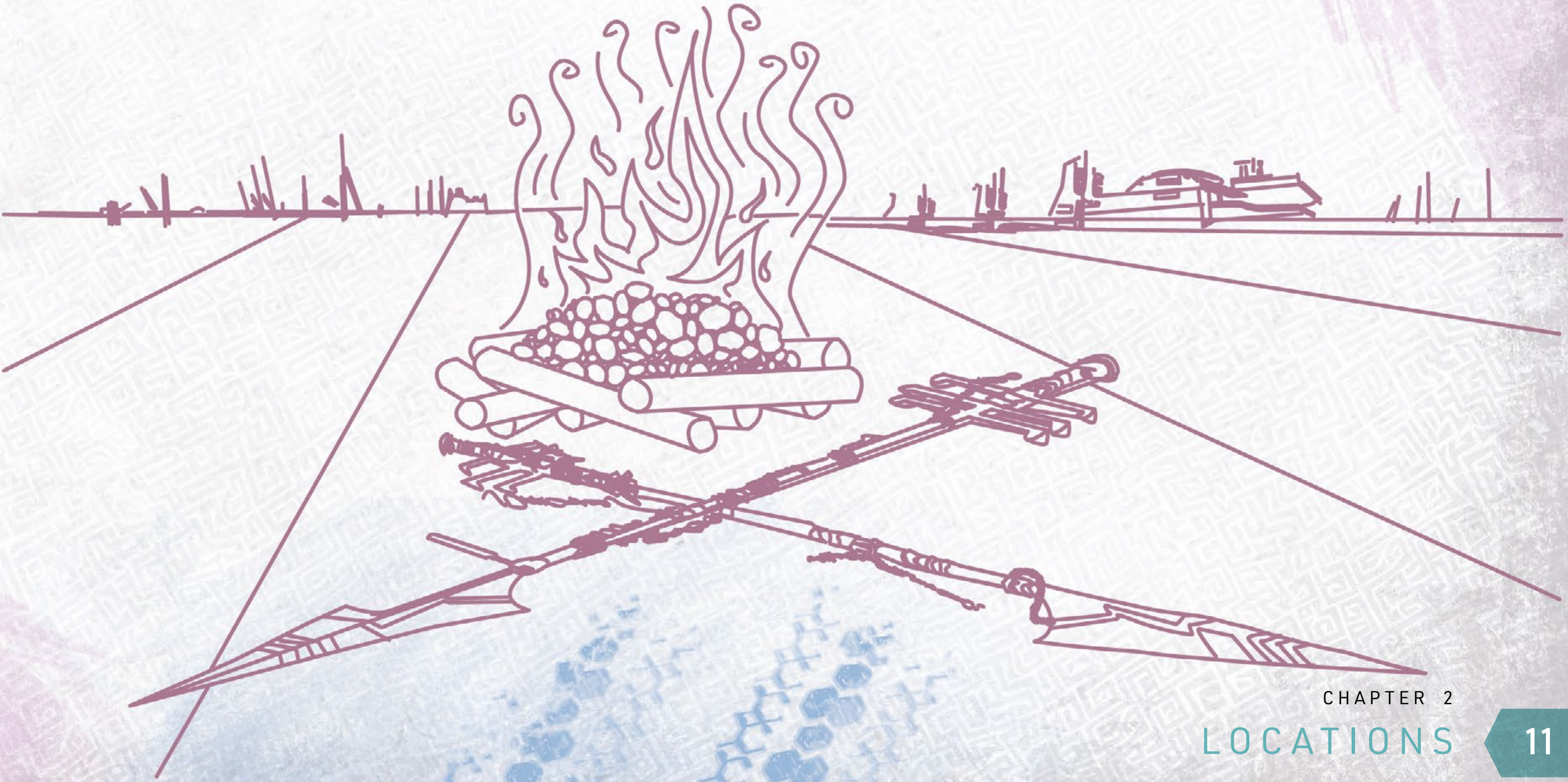
Those same children spend their days training with Second Spear Xyla Depreen. Xyla is much friendlier at first glance than Taera, at least until she smiles. The front teeth that never grew, between two eye-teeth filed into fangs, make her grin a terror that her opponents carry to their graves. Xyla's mission is to make sure the next generation grows into capable warriors. She teaches the young Spears how to fight, how to hide, and how to hunt. When it comes time for their Rite of Passage, she is the one to attend and grade their performance. Xyla, however, has developed a style of training that starts with most of these as fun games, and then progresses them into teaching the skills that every Spear will need in their lifetime.

Third Spear Chionso is very new to his position, but he does not enjoy the same confidence in his abilities that Viosh has earned. He's a very driven young man in his early twenties. He is almost always moving, trying to maximize his efficiency for the good of the Cell, and to appease his own anxiety. Chionso is responsible for organizing hunting parties and trading forays, as well as those Spears who are away from the Cell for whatever reason. When a Spear returns, they report to Chionso, and he's found a surprising affinity for collecting and collating information. It makes him the most well-informed person in the Cell, and the one who most recognizes the power and safety found in information. Unfortunately, this can also make the young Spear a bit paranoid.

THE STORIES

Elion Hill is a stronghold of the Spears, a Cell strong within and without. What could pose a threat to this community?

- Third Spear Chionso is well informed, perhaps too well informed. Could his paranoia be exploited for nefarious purposes?
- Second Spear Depreen often takes groups of children out on training exercises in the wilds. What if they were to be late returning from one of these trips? What might have happened to them?
- Medico Smith Madrigal scours the land for parts and knowledge to better help his fellow differently abled Spears. How deep would he dive to find information? Might he awaken something best left buried?
- The Spears of Elion Hill have mutual protection agreements with many local communities in exchange for goods and services, notably food. What if many of those local communities came under attack simultaneously? Would the Spears send out all their fighters and potentially leave Elion Hill itself vulnerable? Who would defend it in their absence?
- The Central Bonfire is a spark in the night, a light in the darkness. What might it draw to Elion Hill?
- The ship Elion Hill is built into seems old, dead, and buried. But what if fragments of it were to awaken? Would it be free of the Builder's song, or would it fall under the spell of that ancient enemy?



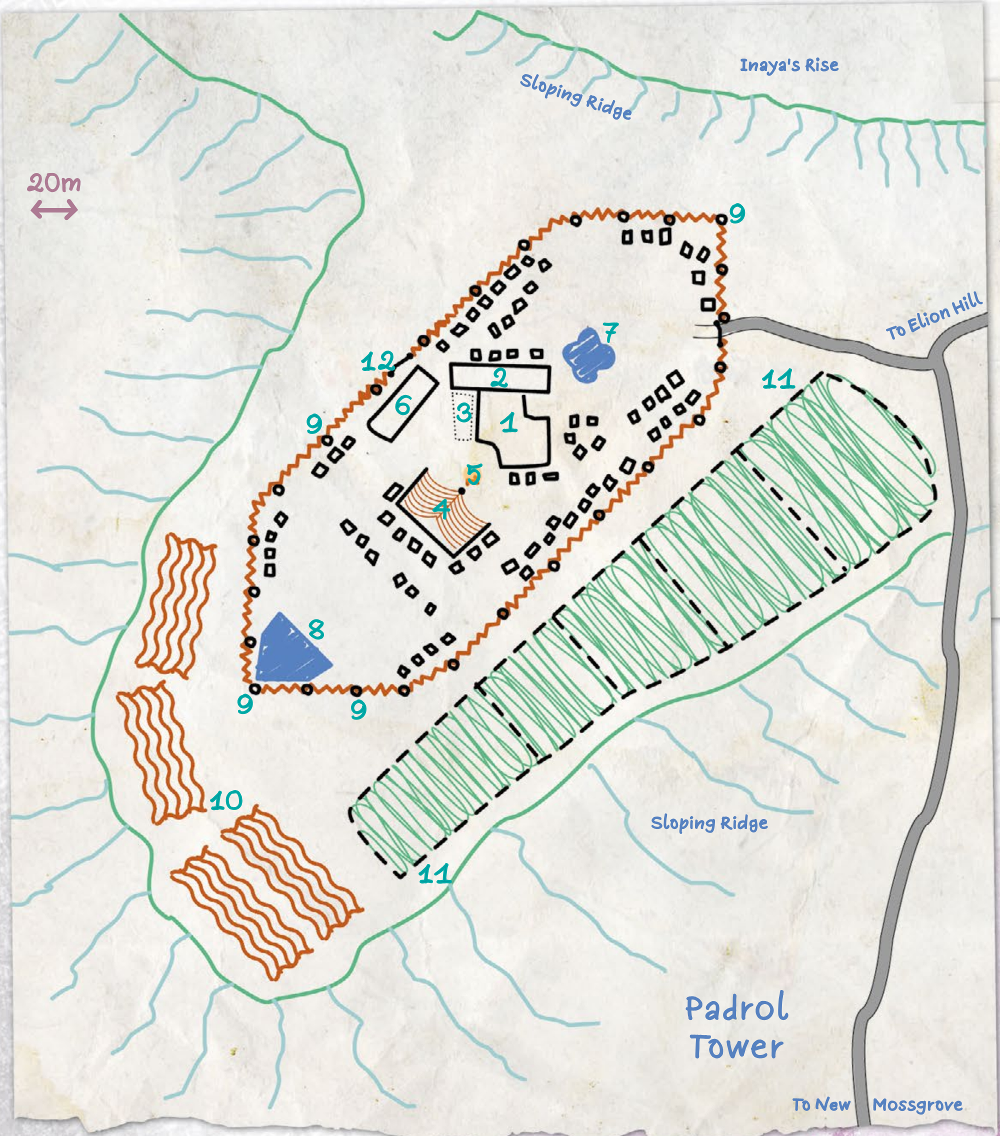
PADROL TOWER

THE HISTORY

Standing to the north of New Mossgrove amidst the rolling hills east of the Dorinda Wastes, Padrol Tower is a minor water recycling plant built over a huge underground reservoir. Only lightly damaged during the War, it seemed a perfect place to bring back into service for the people of the region. Ten years ago, the Archivist philanthropist leader, Estro Bruan from Deepwoods, proposed doing exactly that. Internal politics led to opposition to this patently good idea, and the Council, led by Bruan's rival, Estro Attleigh teni Deepwoods, denied him permission to set up an Archivist Tower at Padrol. He told them to stuff themselves in a cupboard and lose the key and went ahead anyway.

Estro Bruan packed his bags and traveled north, bringing friends and his daughter, Inaya, to establish the settlement. In his umbrage at the Council's opposition, Bruan disavowed his connection with Deepwoods and set up his own faction, the Padrol group. Angered by this display of disobedience, the Deepwoods Council refused to help.

Ten years on and Padrol Tower still has a long way to go to become fully operational, but a settlement of 250 souls now grows to the rhythm of hard work. Everyone thinks it's only a matter of time before Padrol Tower becomes self-sustaining, and a superb supply of clean and crisp water.



1: Control Tower
2: Pumping House
3: Storage Hut
4: Workshop
5: Firepit
6: Armory & Vehicle Depot
7: Water Tower
8: Sludge Pool
9: Concrete Well-heads
10: Vegetable Gardens
11: Animal Pens
12: Gates

THE PLACE

Padrol Tower is dominated by the damaged control tower, its top sliced away during the War. The remaining upper levels, including the control room itself, still stand but are not safe to occupy, their structure ragged and bare. That said, Estro Bruan has occupied the ground floor and basement as his center of operations and personal abode, and work carries on apace to repair the rest. Alongside the tower is the old pumping house, again under repair. The solar panels that line its roof are working and generate enough energy for some lighting and basic functions. The long concrete building has become an impromptu storehouse now that the storage hut is full. Built on stilts to keep vermin from the supplies, the storage hut has a wooden ladder, which can be pulled up in case of a Thrall raid, and a hatch through which boxes can be winched up and down.

The old fallen masonry from the control tower was reused to build the frame of the makeshift workshop, kept safe from the elements by a heavy canvas roof. It has become the social center of the community, and the firepit outside draws the locals to share a drink of the local brew, Attleigh's Courage, and swap tales.

To one side of the main Tower stands an old warehouse and tool shed that now doubles as Padrol Tower's armory and vehicle depot. The people of Padrol don't have much in the way of weapons and armor, but whatever spare gear they have is stored here for communal use. The vehicle depot holds three battered bikes and a bulky terrain crawler, built for heavy loads at the expense of speed.

Most of the locals live in wooden and stone huts, with thatched or canvas roofs tilted to run the rain into water butts.

Beneath their feet is a huge underground lake, the source of the facility's water. The other outward signs of this facility are the bulbous water tower, the sludge pool, and the concrete well-heads that surround the facility. These concrete pipes delve deep into the earth and, once the facility is working, will be used as wells, or tapped off to provide water elsewhere. For now, they are deep and dark.

Around the tower the land is lush and fertile, good for crops and grazing livestock. As well as extensive crop fields the settlers have cultivated vegetable gardens and set up animal runs for their sheep and pigs. There aren't too many hungry predators or nasty beasts to bother them, but a temporary wooden palisade has been built between the concrete wellheads. There are two gates, although the wall is so slip-shod, locals often pull it apart to clamber through, rather than bother walking to a gate.

THE PEOPLE

Padrol Tower is led by Estro Bruan teni Padrol, a philanthropist through-and-through and logical to a fault. His drive keeps the settlement running, but his unflappable logic and acerbic tongue can rub people the wrong way. His daughter, Rango Inaya, is a live wire with a streak of impulsiveness. Her hypermobility allows her to squeeze into tiny spaces but makes her prone to injury. Estro Bruan struggles to keep her adventurous spirit in check, especially since the death of his beloved wife, Marnie, buried on Inaya's Rise.

Estro Bruan is supported by his deputies, Alta Tamerlan and Alta Dipaak, both of whom followed him from Deepwoods and joined his new Padrol Archivist group. Tamerlan is a teleologist and frustrated by the lack of time to work on Padrol Tower's defenses — Estro Bruan insists the water must be restored first. Dipaak is a philanthropist like Bruan but thinks Bruan's stubborn negativity towards Deepwoods is harming their progress. If only they could repair the rift, Dipaak reasons, then Padrol Tower would flourish much more quickly.

Other Archivists at Padrol include Ekzeku Milomar, the master mason with responsibility for restoring and renovating the Control Tower, and Ekzeku Marusa, the quartermaster in charge of Padrol Tower's stores. Milomar was persuaded to join Padrol Tower by Inaya, after he lost the use of his legs in a Thrall ambush that also led to his daughter's disappearance. Young Sonika, also a friend of Inaya, was never found despite months of searching. Eventually Milomar accepted Sonika was gone and moved to Padrol Tower to start again. Marusa, on the other hand, was once a Guardian at New Mossgrove, but became disillusioned as the Thrall threat continued to grow, especially to the south of the town. Heading north away from the threat, she relished the chance to build, and defend, a new community. Whilst not a Guardian for Padrol Tower, she shares her knowledge and experience with those who are: Rango Alysaram and the Everan farmer, Adrian Zapotero.

Other leading figures from the Everan community include the albino Grabbers, Eduardo Farmiga and his daughter Carmin. Eduardo is ageing but once had the reputation as the most reckless Grabber to roam the wastelands. In his old age, he's content to man the workshop, evaluating and repairing the gear Carmin and her crew bring in. Carmin has picked up her father's judgement, toughness, and talent as a Grabber, and is popular in the community. She's just as likely to be found helping out on someone's farm or working on a sensor system as she is snatching a supply cache from a Waker.

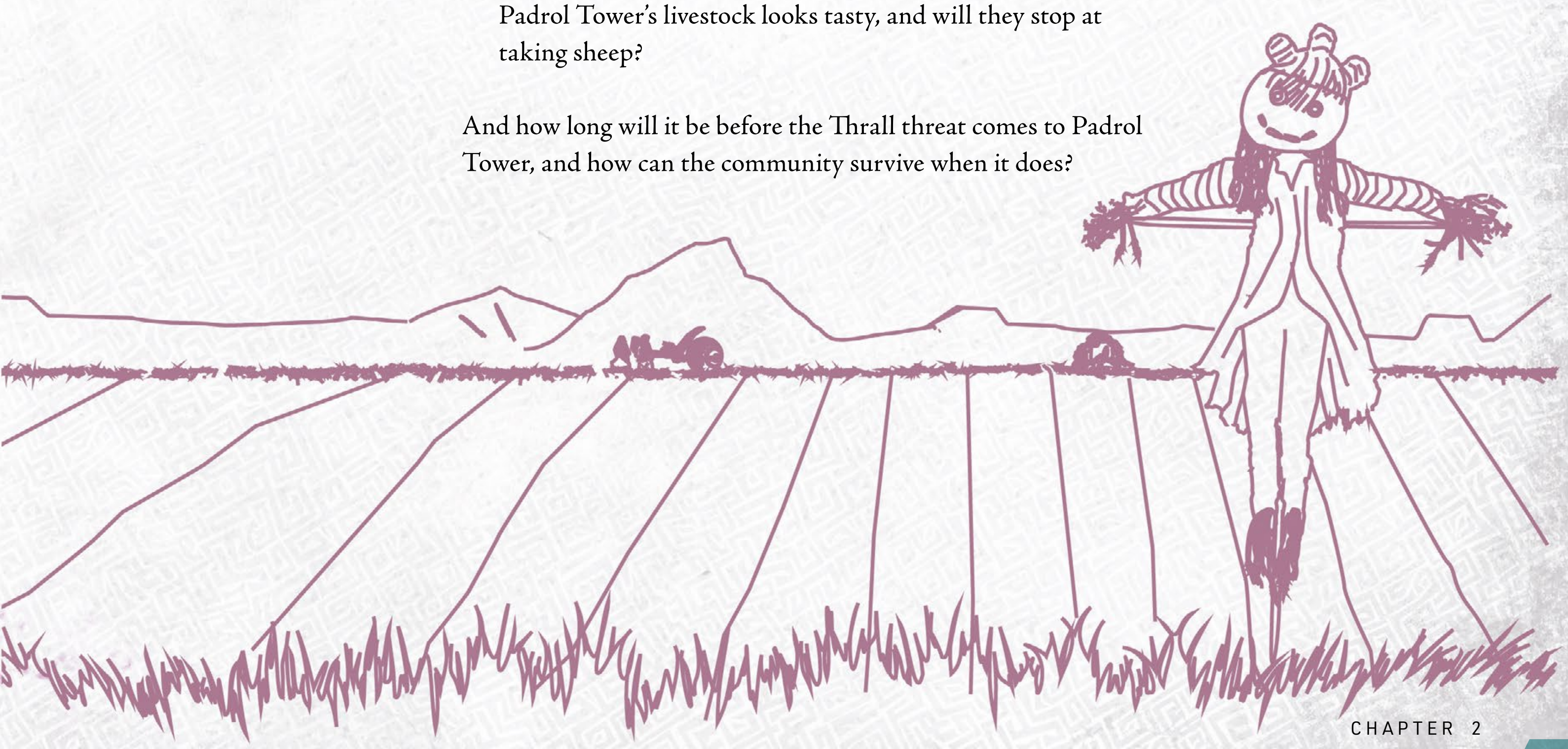
There are many farmers, but none as dedicated as Kokuro Fruma and his family. After a long day in the fields Kokuro, his wife Oonagh, and their eight children, are the first to tend the gardens, and the last to finish work for the day, all managed with a cheerful lightness of spirit that lifts the entire community. Alongside them, Euni Dagali and her family have unofficially claimed the role of Padrol's chief shepherds. They maintain the pens, tend to the silage for winter feed, and act as local veterinarians. Not as cheerful as the Fruma clan — in fact Euni Dagali is intimidating, brooks no nonsense, and has thoroughly terrified most people in the settlement — the Dagali never fail to help others or do the heavy lifting to keep the herds healthy.

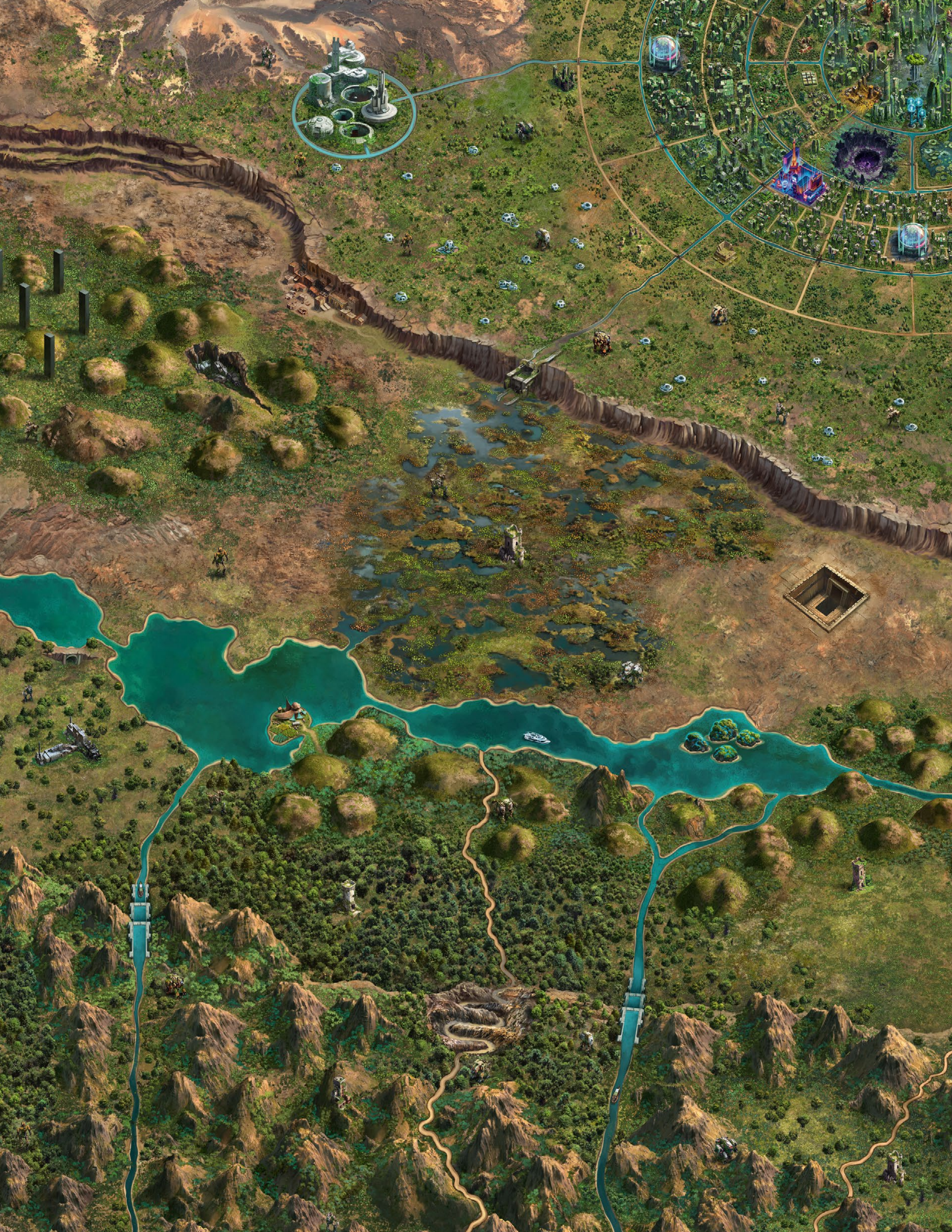
THE STORIES

Padrol Tower is growing, and people continue to join the community, bringing their tales, stories, and problems with them.

- How will the rivalry with the Deepwoods Archive play out? Can Estro Bruan get beyond his injured pride for the benefit of the whole community?
- Will his deputies, Altas Tamerlan and Dipaak, stay loyal or work behind his back?
- Will Inaya's impetuous impulses get her, or the community, into danger?
- How can the people of Padrol Tower accelerate the efforts to restore the water supplies? What lies beneath the ground, and will restarting the water processors disturb something best left well alone?
- Has Ekzeku Milomar really accepted that his daughter is dead? Will something trigger his belief she still lives, and his desire to save her, damn the cost to himself or the community?
- Why did Ekzeku Marusa leave New Mossgrove? Are there skeletons in her past that might catch up with her?
- How many risks will Carmin Farmiga take, pressed to find more and more supplies by Estro Bruan? Will cracks appear in the community's unity if Bruan pushes too hard?
- What will happen when the local predators decide Padrol Tower's livestock looks tasty, and will they stop at taking sheep?

And how long will it be before the Thrall threat comes to Padrol Tower, and how can the community survive when it does?





CHAPTER 3

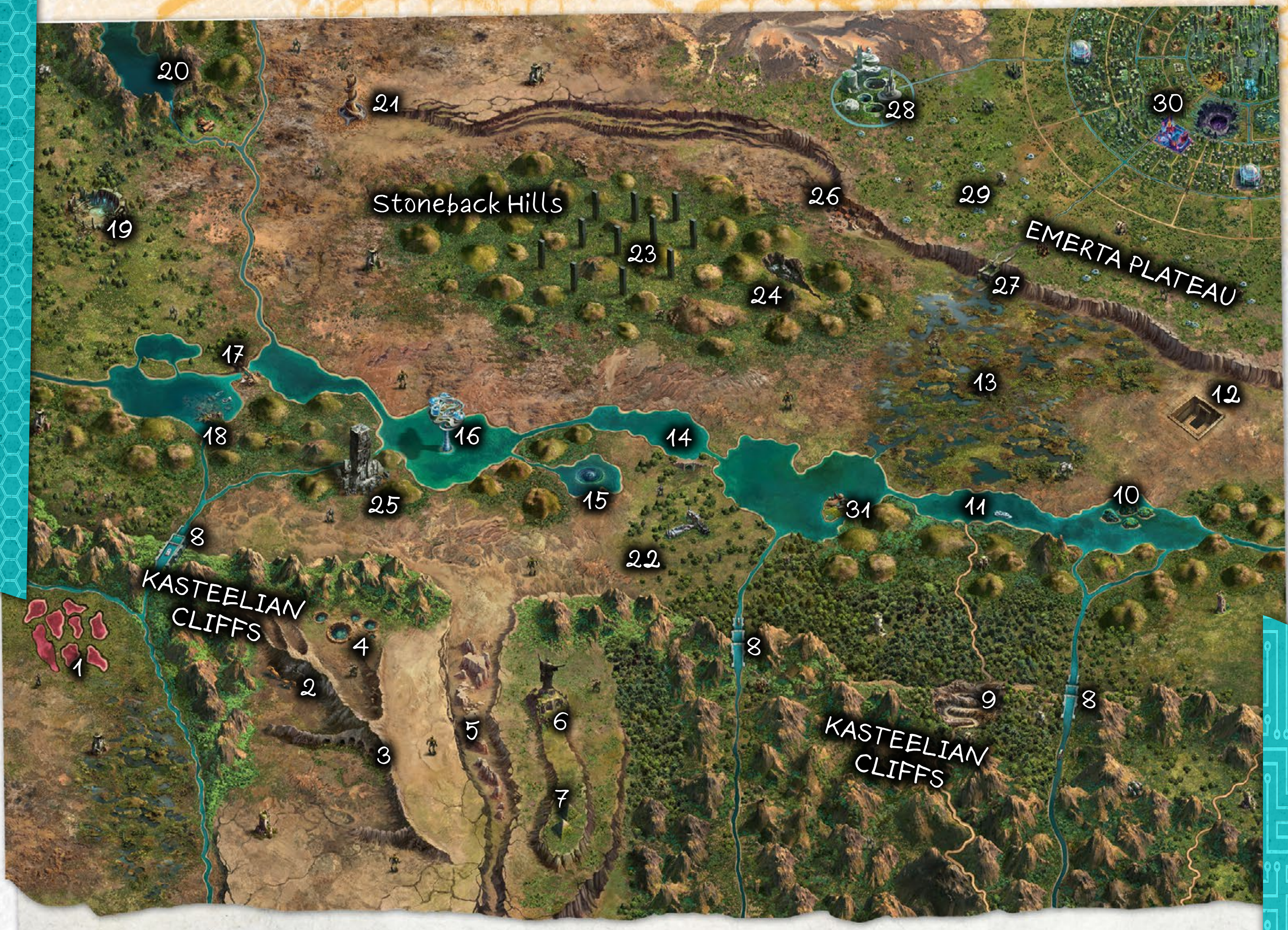
THE REGION OF EMERTA-VALO

So much to see here!!

Far to the north of New Mossgrove, the region of Emerta-Valo is dominated by the Furiosa river, which cuts the valley in half between the Kasteelian cliffs to the south and the Emerta Plateau to the north. It flows through the region's lakes: the choppy Mortakvo (Dead Water) and becalmed Dormakvo (Sleeping Water), through the still waters of Alakvo (Water of Souls) and Solenakvo (Peaceful Waters), bypassing the sucking lake of Kirli (The Swirling Pool). From here it rushes into the algae-bloomed depths of Nigrakvo (Black Water), and the sulphurous outpourings of Fairakvo (Water of Fire) to finally calm as it flows through Sanga Lago (the Lake of Snakes) and away to the east.

Largely untouched by the worst ravages of the War, Emerta-Valo still shows many signs of decay. Ancient buildings are overgrown and hidden by dust and earth. The canals of the City of Sighs, Emerta, on the plateau to the northeast, continue to replenish themselves, and this water flows down the broken canals and floods the plain to the east of the Stoneback Hills. This land is marshy and infested with all sorts of nasty creatures.

That said, while thin grassy plains cover much of this region, it is still lush and fertile, fed by the river, and the frequent inundations into the valley. It is a region full of life, opportunity, and relics of the past age.



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Stoneback Hills
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EMERTA PLATEAU
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KASTEELIAN CLIFFS
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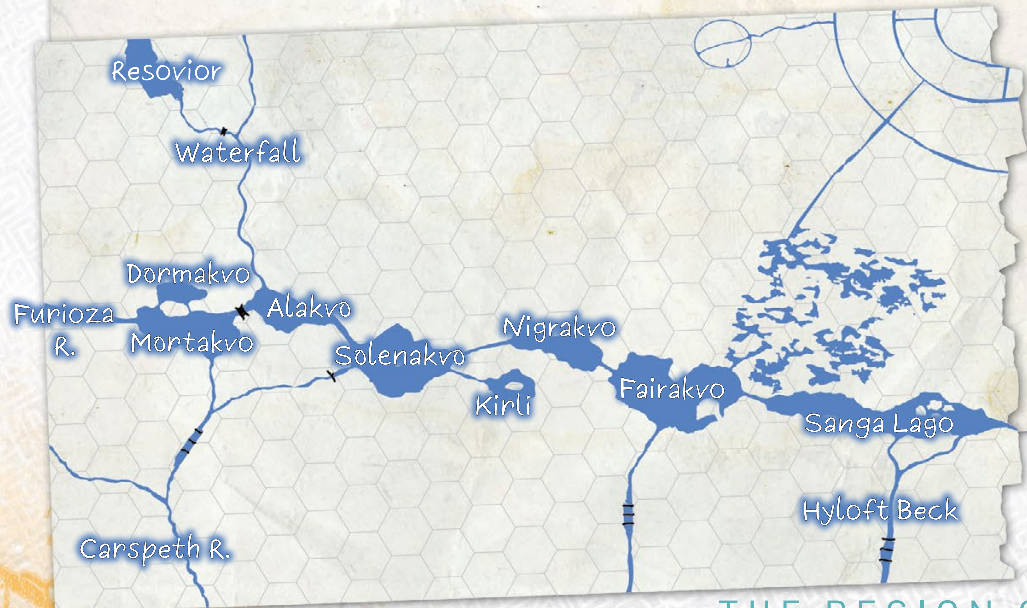
KASTEELIAN CLIFFS
7

1: The Pink Lakes
2: The Lions' Run
3: Canyon Cave Settlement
4: The Sucking Pits
5: The Path of Caves
6: The Statue of Anand Savanto
7: Kamelo Rise
8: Canal cliffside lock
9: The Great Ramp
10: The Glowing Isles
11: The Crystal Ferry
12: Inferno's Gate
13: Dead Canal Marsh
14: The Road to Nowhere
15: The Kirli Pool
16: Arbo de Vivo
17: Bridgetown
18: Jakto Doma
19: Ziggurat Amphitheatre
20: Dream City
21: The Corkscrew Tower
22: The Spear Node
23: Monolito Turo
24: Deep Vault
25: Ruined Utilihub
26: Aten Dante
27: The Shattered Lock
28: Sekura Spaceport
29: The Emerta Plateau
30: The City of Emerta
31: Porla Venko



Resovior
Waterfall
Dormakvo
Alakvo
Furioza R.
Mortakvo
Nigrakvo
Solenakvo
Kirli
Fairakvo
Sanga Lago
Hyloft Beck
Carspeth R.

LOCATIONS

1 - THE PINK LAKES

To the north of the ruin of Kasteel, within the Irradiated Wastes, lies the Pink Lakes, vibrantly colored pools of foamy algae. Most think they are toxic, but some say the giant crimson water lilies that grow here are a miracle cure for many ailments. People remember healers from long ago saying they used to collect the lily flowers and distil a brew that gives long life. Some say an illness afflicting some of New Mossgrove's children can only be cured with the crimson lily — but who believes the myths of old? Well, some desperate parents might.

2 - THE LION'S RUN

In the northern marches of the Dorinda Wasteland the ravines and canyons are called the Lions' Run — a stretch of territory that is home to many lion prides from a forgotten reserve. Mostly nervous of people, these beasts offer little trouble and survive by hunting small game. In recent months, however, they have started roving south, harried and hungry. No one knows why the lions are leaving their prized territories and being more aggressive. An expedition sent from Elion Hill to study them hasn't yet returned. Someone will soon have to go looking for them.

3 - CANYON CAVE SETTLEMENT

Deep in the shadows of the canyon lies an abandoned underground settlement. Built within natural tunnels and chambers, these caves were a refuge for many during the War. The bunker was hidden for many years, until earthquakes tore the ground asunder, created the ravines, and revealed what are now the tombs of the doomed survivors. Access can only be gained by clambering up, or down, the crumbling canyon walls but how far these tunnels extend, and what lies there to be found, is anyone's guess.

4 - THE SUCKING PITS

In the remote north of the Dorinda Wastelands lie the Sucking Pits. Surrounded by swathes of "dead" sand, the sucking pits are the desert's equivalent of hot spring geysers. As the pressure builds, sand is sucked down into a bubbling mass that eventually explodes, showering the land with minerals. People say Thralls throw their enemies into these pits, to die a long and violent death. Some say a deadly Waker is struggling to emerge. If only someone could get below and see for themselves.

5 - THE PATH OF CAVES

The ravine that runs north, between the Dorinda Wastes ridge to the west and Kamelo Rise to the east, is a maze of dusty trails and rough-hewn tunnels dominated by looming towers of rock and stone. Formed by erosion, the Path of Caves is an ever-changing warren that easily traps the unwary traveler. That, and the creatures that lurk in the shadows, make the Path of Caves a place of refuge for bandits or any escaping notice, but a dangerous refuge at that. Sentinels used to lay guide ropes to help traveling folk navigate their way through, but stopped when bandits diverted their route, and diverted innocents into dead end traps.

6 - THE STATUE OF ANAND SAVANTO

Far to the north of New Mossgrove, atop the looming hill known as Kamelo Rise, stands the Statue of Anand Savanto. Half a mile high and standing on an artificially built mountain-top, it can be seen from nearly 50 km away, arm outstretched towards the city of Emerta. No one remembers who Savanto was, but perhaps he was important to Emerta. But this is more than a statue — it's a building. There is a grand facade and enormous door between the giant's feet, but no one has yet been able to pry the damn thing open to get inside.

7 - KAMELO RISE

The great hill of Kamelo Rise is rumored to be man-made, specifically built to place the giant statue of Anand Savanto in its position to peer across the valley to the city of Emerta. You wouldn't believe it now, as the twin peaked hill is rugged and bursting with life. Some say it's so fertile thanks to the pre-War machinery that sits under its slopes, and that great treasures and advances await an Everan with the vision and courage to really find out — but no one has found a way beneath them to test that assertion.

8 - CANAL CLIFFSIDE LOCK

The cliffs that mark the boundary between Regis-Kasteel and Emerta-Valo are craggy and high, and the waterfalls that cascade down are awe-inspiring. Alongside them stand a masterpiece of Everan design and technology: the cliffside locks. Still in working order, these locks use energy field emitters to create a bubble of water, a mobile lock that is suspended and slowly lowered or raised to pools at either end. Vital for the Rivers, no one knows how these locks work or how to fix them, so the Rivers are deadly serious about their protection.

9 - THE GREAT RAMP

The only remaining roadway down from the clifftops to the valley below, the Great Ramp is a 20 meter wide causeway that zigzags down the cliffside. While not directly damaged during the war, the impact of nearby nuclear blasts rattled its structure, and now the road is pock-marked and crumbling. While it is still perfectly safe for people on foot or small vehicles, larger vehicles struggle to get past two notorious sections — Malsagulo (aka "the Fool's Corner") and La Flokon ("the Flakey Path") where many careless travelers have come to grief. That, and the danger of bandits trapping you with nowhere to run, makes the Great Ramp a dangerous road to follow.

10 - THE GLOWING ISLES

In the middle of the Sanga Lago are four islands close together. Known as the Glowing Isles, these heavily forested lands are reputed to be the home of many old science facilities from before the War. The perpetual glow that can be seen seeping through the trees — sometimes blue, sometimes white, on occasion even orange or red — tells people that something is still going on there, but few brave souls are willing to risk taking a look. Rivers sometimes sail around and between the islands, but none stop. Most sail away as fast as their Boats will take them.

11 - THE CRYSTAL FERRY

Made from the same crystalline material as the Poseidon's Bridge downriver from New Mossgrove, the Crystal Ferry consists of a wide jetty and several shiny boats on either side of the western Sanga Lago. Stepping on the jetty activates a Genius Loci — the courteous and welcoming Fergussin on the southern coast and the lively and excitable Garber on the north offer free transport across the lake. Each boat comes with its own Genius Loci, guide, and navigator for the four-kilometer trip. However, some talk of the Loci getting too enthusiastic. The short trip across the lake can become a lengthy tour, trapping travelers aboard for the whole round trip.

12 - INFERNO'S GATE

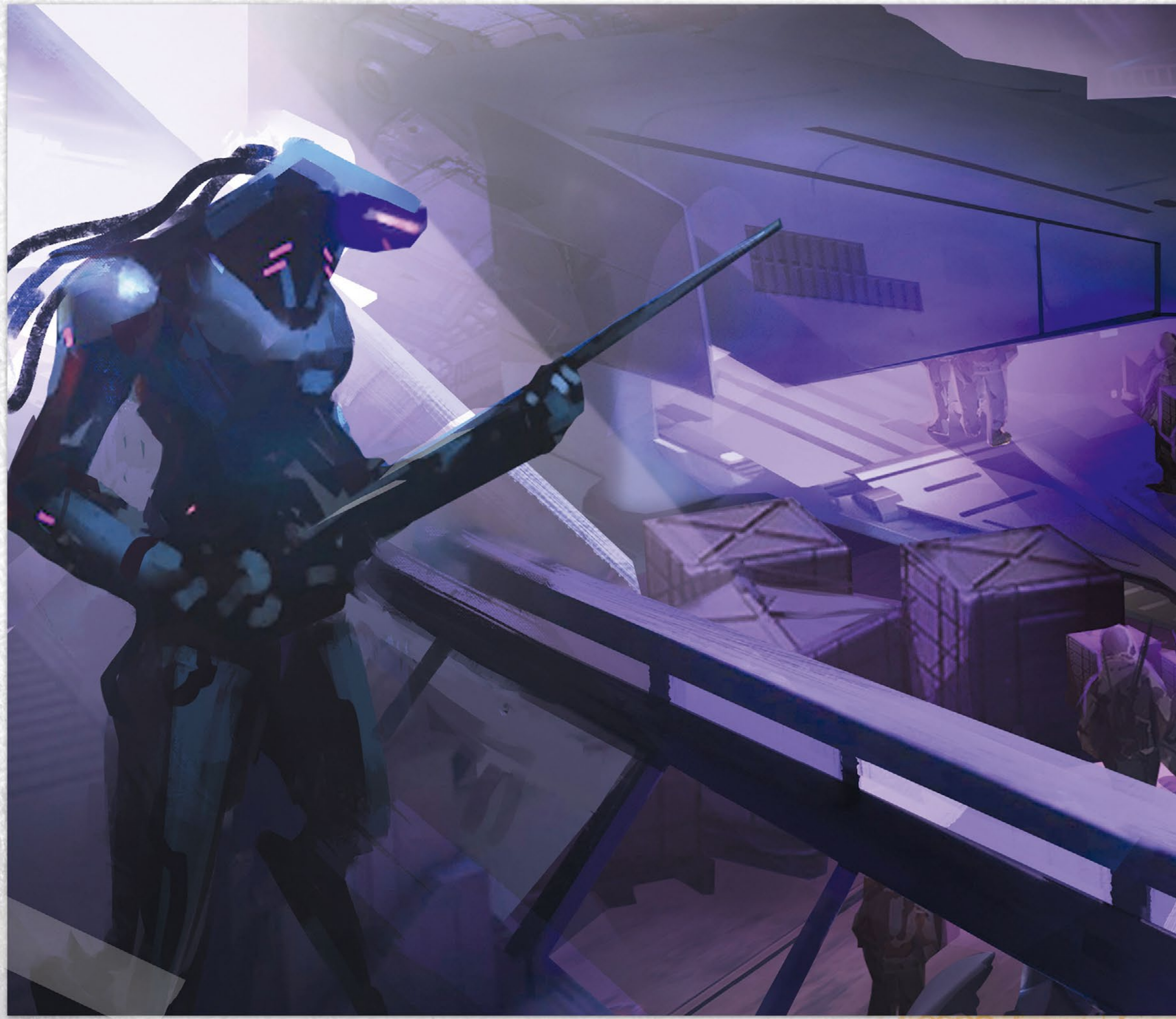
Grabbers and Spears always said there was a second Hell's Gate further to the north, but no one believed them. However, here it is — a great metal hatch in the ground, except this time the 100 meter wide doors are open, and have been open for a very long time. Looking into them is a deeply disturbing thing to do — inside is nothing but a perfect hole drilled into the ground, going down and down and down, a bottomless pit. Some people have inevitably slipped and fallen in, while others have been thrown or pushed. On a quiet day, if you listen very carefully, you can hear the voices of the fallen calling back, saying "Join us."

13 - DEAD CANAL MARSH

Fed by the constant flow of water from the shattered canal on the Emertan Plateau, this once grassy plain is now a dense marshland of giant bullrushes. Rumors abound about an old minicity that once stood on the destroyed canal and sank beneath the mud. This almost mythical place, called Rifujego, is said to have been the junction of a vast underground canal network. Many expeditions have searched for this place, but none have succeeded — many have fallen victim to the Dead Canal Marsh's deadliest inhabitant: the Kasi Worm.

14 - THE ROAD TO NOWHERE

The so-called "Road To Nowhere" is a tunnel that isn't a tunnel. It once provided safe passage across the floor of the Nigrakvo lake using nothing but a transparent energy field to hold the waters at bay. Those who view the tunnel can see its energy flickering, and an occasional spurt of water jets into the tunnel, until the field restores itself. Some say the tunnel shuts off completely at times, sweeping away anything within, but it is a quick way across the lake, if you dare take it.

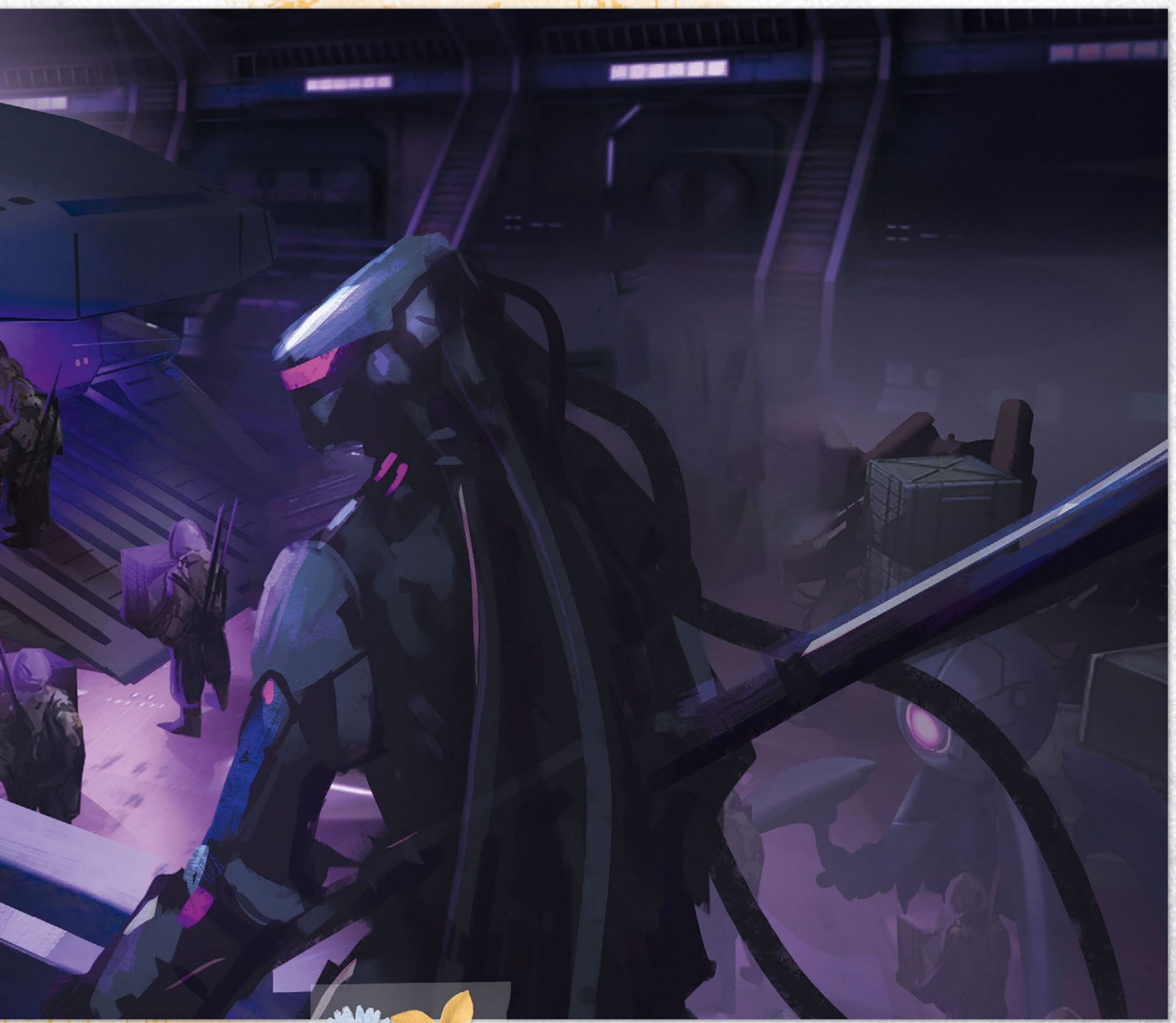


15 - THE KIRLI POOL

In the center of Kirli lake is a huge whirlpool. Some claim it's a natural phenomenon, caused by the seismic activity of the region, but others say it's man-made, from before the War. Whatever its origin, the whirlpool helps regulate the amount of water gushing along the river and keeps the other lakes at a steady depth. Only when the valley floods does the Kirli Pool become a terrible menace to Rivers on the water, as it relentlessly swallows any boat that strays too close.

16 - ARBO DE VIVA

Standing upon the island at the center of Solenakvo is Arbo de Viva, an enormous crystalline structure that stands on one narrow plinth reaching a kilometer into the sky. The narrow plinth spreads at the top into a translucent canopy, a platform itself at least a kilometer across. The top is an ecosystem all to itself, with creatures finding their niche in the clouds, predated upon by winged snarlbacks called snarlwings. Some say you can still find a way up through the crystal plinth, but few have tried.



17 - BRIDGETOWN

A rugged bridge of wood has been built on the ruins of a pre-War structure spanning the Furiosa river — and Bridgetown sits right on it. While not a permanent settlement, Bridgetown has become a meeting place, a transit point, and waystation for those crossing the valley. People stop here to swap stories, to trade wares, or just for a safe place to hole up and catch their breath. There is always someone here, and the comforting hearth fires of Bridgetown are kept permanently lit.

18 - JAKTO DOMA

The large island-like promontory that juts into the choppy waters of Mortakvo was once the home of the Jakto Doma marina, now just a ruin. Old yachts of pre-War design lie half submerged and some still lie at the bottom of the lake, supposedly undisturbed for two hundred years. And then there is the pristine Bonsanca, a fine example of pre-War luxury cruising. The Rivers say the super yacht is divinely-touched — with no crew this beautiful boat steams around Mortakvo in the same pattern, as she has done for as long as any can remember. The Rivers warn people away from her, for while she blindly navigates her way good fortune will always be on the side of those who make the water their home.

19 - ZIGGURAT AMPHITHEATER

Damaged by the war but still intact, this place has an impressive grandeur of days gone by. On cold, quiet nights the sounds of entertainment can be heard on the wind, but no one has witnessed these events with their own eyes. Rumors abound that this place is jealously guarded, perhaps for more than just ceremonial or traditional reasons — does something lie underneath the ground, and why would the sand always be so fresh?

20 - DREAM CITY

A fabled place of peace and friendship. Or so the rumors say.

21 - THE CORKSCREW TOWER

The Corkscrew Tower is a wonderful shimmering structure from the pre-War days that looms over the surrounding tundra like a desert oasis. From a base 300 meters across, multiple structures converge and twist as the tower climbs 500 meters into the sky. All around it the land is supremely fertile, a refuge amongst the dust and scraggy vegetation. Some say the tower is a beacon of healing energy, and that even the dead come back to life if buried in its gardens.

22 - SPEAR CELL

A small group of Spears have carved out a living between the mountains and the river. Their existence is precarious, but they will not leave their ancestral home.

23 - MONOLITO TURO

Littered across the Stoneback Hills are the Monolito Turo, a dozen identical obsidian monoliths placed exactly 5507 meters apart. Each is exactly 251 meters tall and 59 meters wide, with a depth of 37 meters. They vibrate to the touch, and, when the wind comes along the valley, they are said to sing to each other. A group of Everans, calling themselves the Rama Watchers, hold them in religious awe, and claim all that is good in Evera is packed up inside these monoliths — with enough prayer they will open and usher in a new era of peace and prosperity.

24 - DEEP VAULT

Rumors abound about the lost facility known as the Deep Vault. They say it was the site of a once great building which collapsed into a ravine that cracked open as terrible energies rippled through the land during the War. Locals fear the Thrall raids that many say are organized from the Vault, but none has found a way in among the wreckage and heavily overgrown foliage of the ravine. To tell the truth, few have actually had the courage, or foolhardiness, to try looking.

25 - RUINED UTILIHUB

The Utilihub was not complete, and the War stripped away those aerials, dishes, cladding, and superstructure it did have. But it didn't fall. Years of salvaging, stripping, and scavenging removed anything else of value. But still, it didn't fall. But now people hear rumors that it is being slowly restored and repaired, although few travel there to see for themselves. Who could, who would, be doing such a thing, and why?

26 - ATEN DANTE

At the foot of Emerta-Valo's northern cliff lies the remains of a temporary War-time settlement, for people fleeing the mechs to hide somewhere they felt safe. But they weren't. Today the settlement — known as Aten Dante, "The Place That Waits" — still stands as a morose monument to hope in a time of despair. Old, prefabricated buildings and hardened tents still stand, alongside the whitened skeletons of refugees long dead.

27 - THE SHATTERED LOCK

Of the same design as the cliffside locks to the south, this lock was destroyed during the war. The clifftop was blown away, leaving the canal to push its constant flow of water into the plain below. It is beyond all hope of repair, but the battle damage and erosion has left a series of pools and waterfalls down the cliffside, some hiding caverns and tunnels. Some thrill seekers attempt climbing this cliff face, but never more than once.

28 - SEKURA SPACEPORT

This once stunning feat of nature-enmeshed architecture is now overgrown and hidden by years of earth and dust. All that is left is an immense archeological ruin, silent and hidden, like the ancient Mayan temples of old Earth. Gentle slopes and giant docking cups await discovery, alongside access hatches to enormous subterranean hangers — hard to open even if you do stumble across one. There are rumors of ships deep underground, awaiting repair or just a crew, despite the stories of fleets fleeing the War to the anticipated safety of Cielarka Station.

29 - THE EMERTA PLATEAU

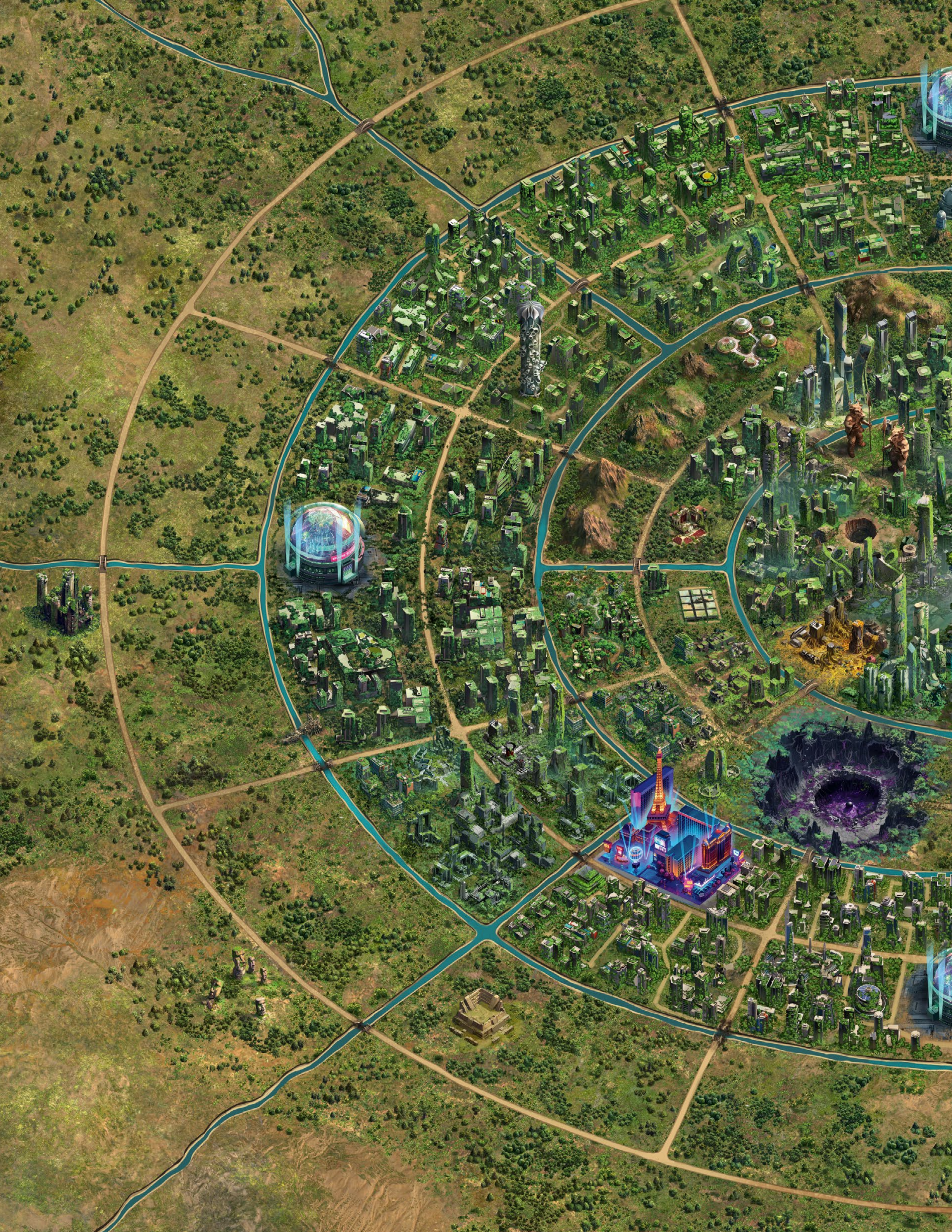
A huge plateau of dusty sand plains and thin grasslands, this place was once the playground of those with quirky imaginations and a taste for the exotic or unconventional. The plateau is dotted with expensive mansions of the most manic design, quirky places dreamed from the imaginations of Evera's weirdest people. Most stand, largely undamaged by the War, and hide their secrets behind the driven sand and dust that creates dunes around most, and completely sinks others.

30 - EMERTA, THE CITY OF SIGHS

The city of Emerta stands alone across the Emerta Plateau, emerging from the early morning mists that rise from its moated triple ring-canals. The Azure Towers of the inner Noviganto district reach through this mist, a riot of sleek pinnacles, arches, and spires climbing into the sky. Deserted, damaged, but still functioning in many ways, the city is a treasure trove of knowledge and tech for those brave enough to do more than just watch it shimmer from afar.

31 - PORLA VENKO

In the lake of Mortakvo lies an island, connected to the land by a thin strip of land just below the water's surface. The waters of Mortakvo are crisp and clean, and infused with restorative minerals from the bubbling vents that create a frothing natural fountain at its center. The only encampment to be found here is a rough town called Porla Venko, a well-known Rivers and Spears meeting place, to parley and trade. No one else is welcome. Strictly no one.



CHAPTER 4

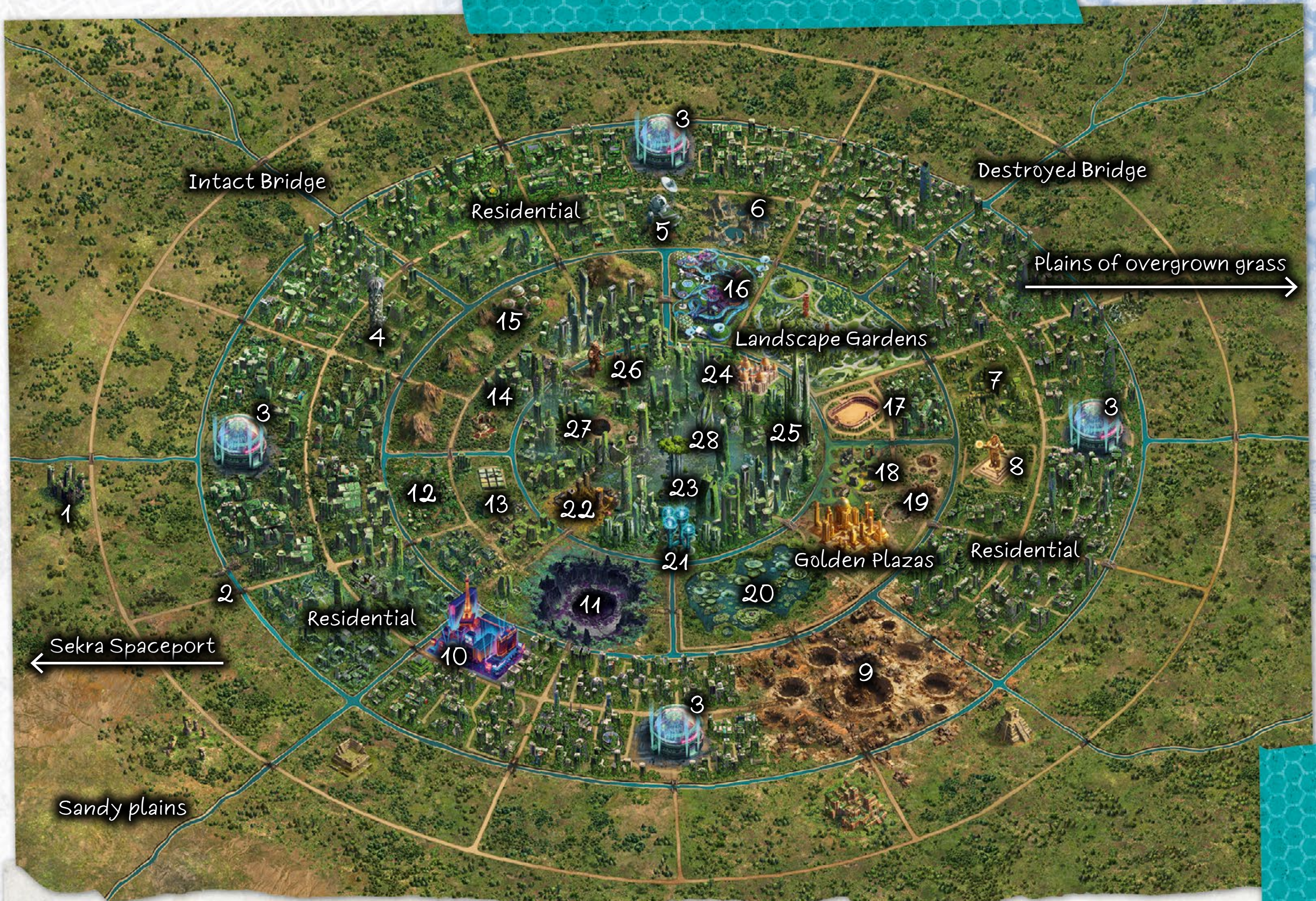
THE CITY OF EMERTA

so many streets!

The city of Emerta is often shrouded in mists rising from the triple-moated ring canals that are so distinctive of the city. The city is separated into three ring Districts, the Limoni District, the Sonoran District, and Noviganto. Access to the city is either by canal, now choked with debris and two hundred years of growth, across via a bridge, if you can find one intact, or through the fallen tower of Timo Pasi, as the Spears call it. The canals themselves stay replenished with water, as the city actively soaks up rainfall, drying the streets and diverting it to the canals.

The city itself, 40km across and once home to millions, was only lightly damaged during the War, but did suffer some bombings and mech attacks. Superficially the city looks in good condition, with power and lighting, automated clean-up mechanisms, and kinetic walkways that detect, and are powered by, the first step placed upon them.

Emerta is overgrown, full of life that filled the vacuum left behind following the end of the Builder. And it is malfunctioning. The hundreds of nano-geists throughout the city cannot be trusted to operate without malice, and some simply give poor advice in good faith. Thralls live beneath the surface, and the Dark City has a small presence here. It's a challenging place of many dangers, but a wonderful place with the promise of knowledge and treasure.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Intact Bridge
Destroyed Bridge
Residential
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Plains of overgrown grass
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Landscape Gardens
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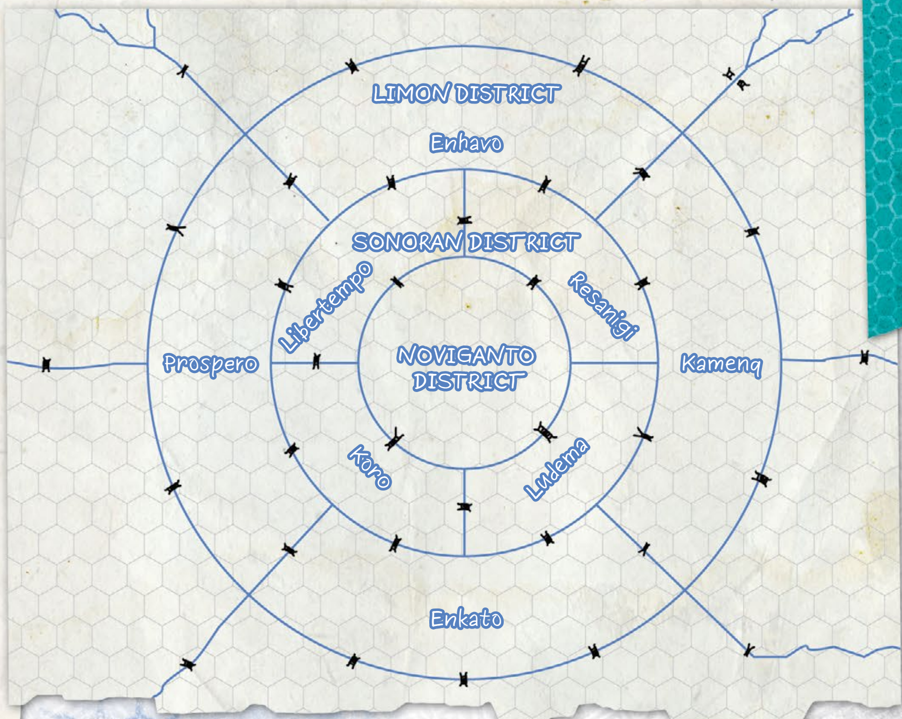
19
1
Golden Plazas
Residential
21
20
2
11
Residential
Sekra Spaceport
10
9
3
Sandy plains

1: Utilihub
2: Timo Pasi
3: Gazetisto Dome
4: The Foxglove Towers
5: Emerta Observatory
6: Dark City Outpost
7: The Thrall Node
8: The Parthian Colossus
9: Waker Battlefield
10: The Long Mile
11: The Bio-Park
12: Wildlife Park
13: The Assembly Zone
14: Theatre District
15: Libertempo Planetarium
16: Popov Entertainment Park
17: Niasuna Maximus Racetrack
18: Toxic Floodplain
19: Giant Insect Burrows
20: Lake Plazas
21: The Flaming Globes
22: Creeping Slime Mould
23: The Growing Tower
24: Centenary Citadel
25: The Tower of Towers
26: Queen Pasiphae's Lair
27: The Pit of Static
28: The Azure Towers


LIMON DISTRICT
Enhavo
SONORAN DISTRICT
Libertempo
Resanigi
Prospero
NOVIGANTO DISTRICT
Kamenq
Koro
Ludema
Enkato

LOCATIONS

1 - THE UTILIHUB

Ten kilometers outside the city, the Emertan Utilihub still stands tall and proud, albeit ruined, overgrown, and infested with vermin. Its base is kilometers across, its towers and spires clambering over one another to reach the sky. Dark openings hint at the secrets to be found within. The Grabbers talk of an old mech factory — row upon row of mechs patiently awaiting re-programming, if only the right Weaver could get there. And there's the deep catacombs, where the legendary Sentinel, Tallisker, and her allies are said to have fought and imprisoned the warrior mech, Cerberus.

2 - TIMO PASI

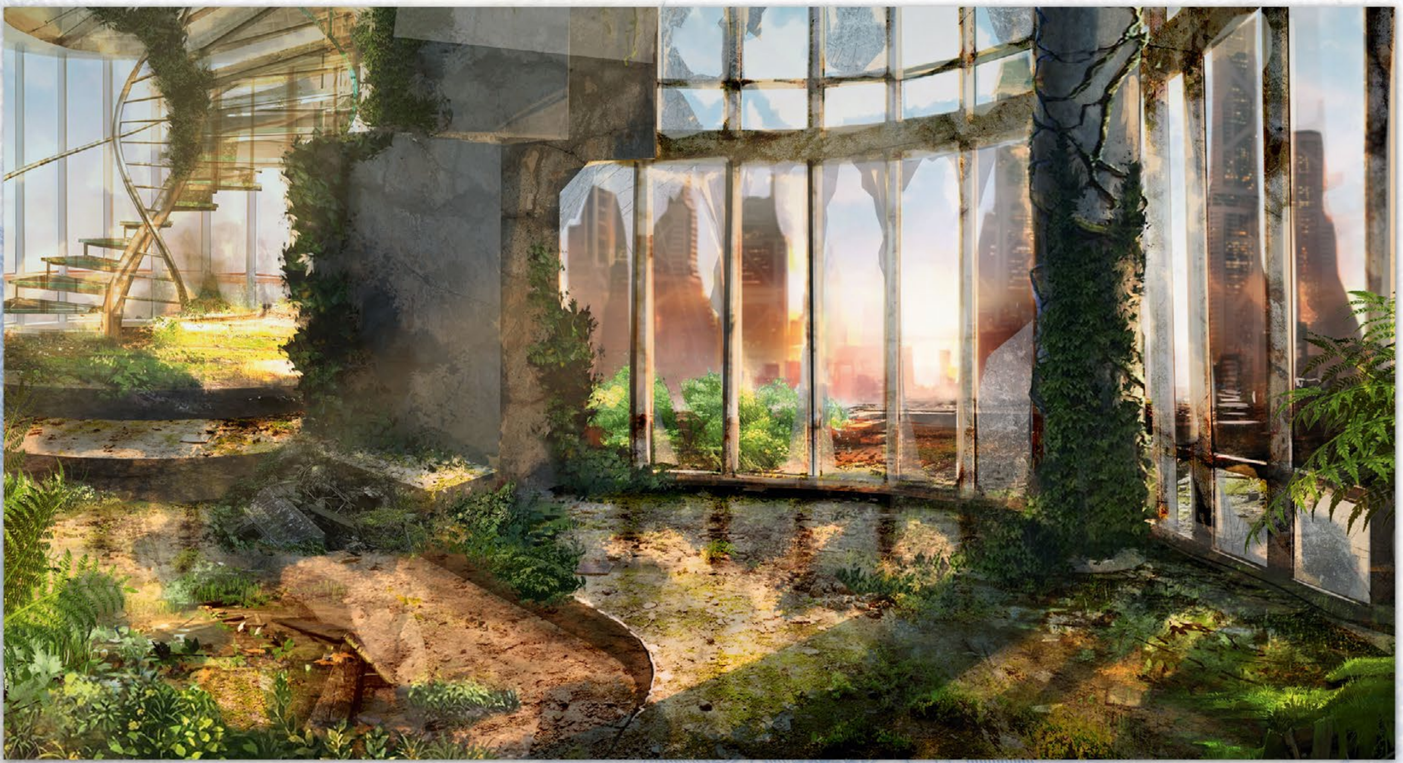
On the western outskirts of Emerta lies the remains of the fallen tower of Timo Pasi. Now it forms a precarious ruined bridge across the dangerous waters of the city's canals. The Spears call it "Timo Pasi" — "fear to tread" — for the tower is infested with criptids, and while bridging the canal this way will keep your feet dry, it isn't without danger.

3 - GAZETISTO DOMES

Placed around the city stand four identical Gazetisto Domes, visitor centers for tourists to learn about the city. Inside each Dome a 500 meter wide holographic display rises from the ground, an exact 1 in 72 replica of the city as it stood 200 years ago, where the Azure Towers, 5,000 meters high in reality, stand 70 meters tall. Flickering nano-geists appear to answer your every question. However, the years have not been kind — glitches in the hologram matrix make the replica city solid, the nano-geists malfunction and turn visitors the wrong way, and beasts lurk in the shadows.

4 - THE FOXGLOVE TOWERS

Luxurious accommodation blocks stand with habitat pods hanging from the structure like the old foxglove flower of Earth. Each is a hanging abode, with splendid views and every convenience the pre-War Everan might desire. Now the towers stand like withered flowers, some pods shaken from their moorings and shattered on the ground. The riches of those places lie scattered, hinting at the treasures that may still linger within the towers.



5 - EMERTA OBSERVATORY

The Emertan Observatory stands upon a rise by the northern Limon-Sonoran canal. Its doors are sealed, its halls abandoned, and they echo to the sound of silence. Its files are said to be complete, its records available, its power continues to flow. The main telescope, nicknamed Bertha by the astronomers of old, still stands. Looking through it one can see the remains of Cielarka Station, Evera's battered mega-orbital habitat. Tiny lights can still be seen through Bertha's lens, and one can only wonder at what goes on there, even now.

6 - DARK CITY OUTPOST

A great water processing facility, the Aquifer-Vault, is stunningly woven into the surface features of the city. Water sumps appear as glorious lakes, pumping houses and control systems are hidden within giant statuary and landscape features. But this facility is overgrown and dry. Beneath the surface its tunnels and underground lakes spread like the roots of an immense tree, reeking of the musty damp of ages-old grime. Down here, in the deep dark, the Dark City sealed off an area for themselves, an outpost hidden even from the Thralls that pass through here.

7 - THRALL NODE

Among the ruins of sunken towers lies the opening to Emerta's underbelly, and through this one can find Thrall Nodes. These Thralls try to avoid surface dwellers and feel that the Generator has been silent too long. They must find their own way to make the Generator's prophecy come true, and to live on the surface — facing the dangers of Emerta might be that way.

8 - THE PARTHIAN COLOSSUS

A giant statue, 1,000 meters tall, the Parthian Colossus is a great golden figure based on the old Earth king of the Parthians, Artabanus I. Despite seemingly being made of solid gold, the colossus moves around the city as the year progresses, always pointing at the key astronomical events of the day. On the equinox it holds Niasuna, Emerta's sun, in its hands. On each of Evera's 606 days, the Colossus moves 115 meters clockwise, a little under 5 meters per hour, carefully stepping on pre-built plinths.

9 - WAKER BATTLEFIELD

The Enkato District was fought over during the War, and the ruins of that battlefield still remain today. Broken Wakers lie everywhere, scorched, blasted, torn limb from limb. Some are awake, and have been for 200 years, their simple robotic sentiences ravaged by the constant scream of static. Driven beyond the point of madness, these Wakers, immobilized as they are, still try to kill any that pass through.

10 - THE LONG MILE

A stretch of the city paved with shining bejeweled paths, and filled with glitzy entertainments, flashing signs, and shining casinos. However, while the lights still glow and streets still sing, the place is devoid of life — instead, it is infested by a plethora of nano-geists, nano-wisps, and Genius Loci, all acting out the life that would have been here before the War. Where they came from no one knows, but a wise Grabber avoids the Long Mile.

11 - BIO-PARK

The site of bio-bombing during the War, this wildlife park was destroyed by bio-pulse bombs. All life here was wiped out in an instant. Over the years, the life that slowly returned was twisted and corrupted by this residue, and the park now boasts blackened thickets, obsidian insects, and mutated brutes. They are not the only legacy of the bombing, for an unexploded pulse bomb, jagged and angry, lies at the center of the park. Purple spits of energy, given off through microscopic cracks in its carapace, can be seen from far away.

12 - OVERRUN WILDLIFE PARK

The Emertan Park for Life and Diversity was a center of conservation for a wide variety of Everan life. Divided into specific biomes, the park maintained populations of Everan wildlife as well as those of old Earth. The biomes still exist, albeit overgrown and wild. Lions, tigers, and wolves live alongside akriti, and relatively recent additions of bioengineered prowlcats, shuffletails, and silent snappers. A tentative balance between these creatures has been found, predating on each other and the many vermin that make the park their home.

13 - THE ASSEMBLY ZONE

Emerta's public spaces were often given over to educational entertainment, and none more so than their Assembly Zones. Installed as entertainment for children, an Assembly Zone consists of nine raised plates, each ten meters square with its own educational nano-geist. Any mechanical item placed on one of these plates can be disassembled or assembled at the flick of a switch, thanks to complex electric field generators. One of the plates is occupied by a disassembled Waker, laid out like a dissected rat for all to see. The nano-geist offers to reassemble it for your educational entertainment, if you wish.

What does this mean??

14 - THEATER DISTRICT

Open theaters, huge auditoriums, and intimate venues fill the Theatre District as far as the eye can see. A massive proscenium stage sits beside the Libertempo-Noviganto canal, with a vast hologram projector, to recreate the action on a massive scale for all the audience to see. The district is deserted and dusty, while nano-geist actors and comperes await the return of the performers and audience. The nano-geists are starved for audiences and actors to interact with and beg any passers-by to join them for a performance. Those that do are greeted with genuine gratitude.

15 - LIBERTEMPO PLANETARIUM

The Libertempo Planetarium contains a huge inner sanctum which houses the Emertan Orrery. This holographic picture show tells the story of Earth, the colonial expansion, and the colonization of Evera and the Niasuna system. Archivists from far and wide have heard the Grabbers talk of the orrery and the knowledge it holds. But there's a word of warning — the Grabbers say the swirling lights and flowing colors of the orrery are hypnotic, and once in its grasp there's no getting free. As such, they leave the Planetarium well alone.

16 - POPOV ENTERTAINMENT PARK

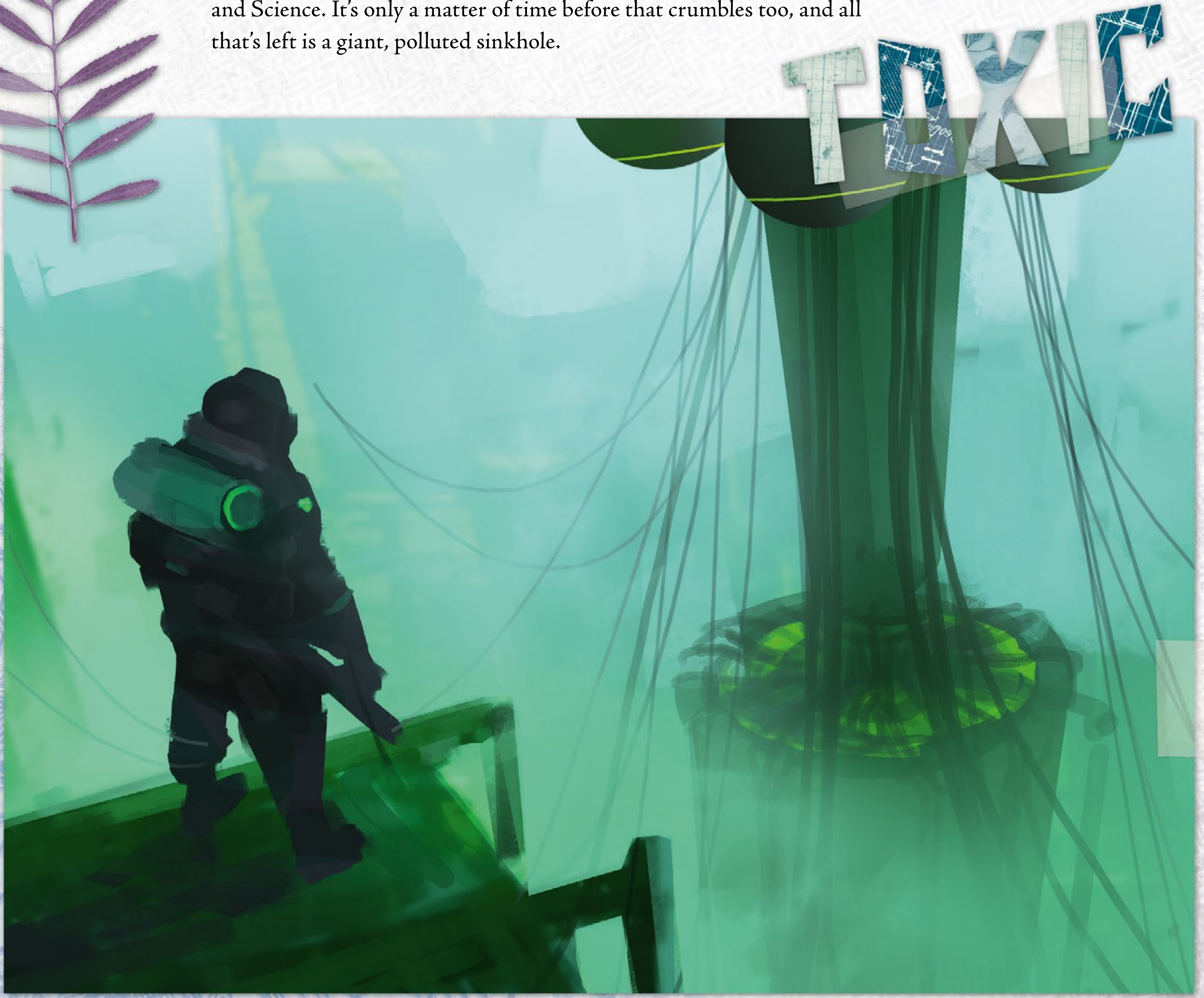
A fully functioning mega-theme park with rides and attractions of every description, running themselves despite the lack of visitors. Some speculate that the park has been running since before the War, with automated systems maintaining and operating the rides. Others say, with a cheeky smile, that someone should organize an expedition, a day trip just to enjoy the entertainment, and sample the lifestyle that pre-War Everans took for granted.

17 - THE NIASUNA MAXIMUS RACETRACK

Taking its spirit from the Circus Maximus of old Rome, this stunning recreation blends antique history and Everan sophistication. Nano-geists keep the inside pristine, with plush seats for spectators and soft, golden sand for the racers. Any form of race can be re-created by programming the nano-geists as charioteers, camels, tuk-tuks, or anything else that takes your fancy. The technology allows for audience participation, but make sure the race has its safety protocols activated, otherwise the nano-geist competitors can get ruthless in their search for the win.

18 - TOXIC FLOODPLAIN

An underground reservoir of industrial chemicals has bubbled to the surface, crumbling the canals and creating a floodplain. Mixing with the overflow from the canal, it's created a flood that is toxic and corrosive, eating at the ground and the buildings that stood on it. Most have collapsed in upon themselves, but some still stand, most notably the Emertan Library of Art and Science. It's only a matter of time before that crumbles too, and all that's left is a giant, polluted sinkhole.



19 - GIANT INSECT BURROWS

East of the toxic floodplain, and fed by the corrosive waters, human-sized insectoids known as Magpies have built craters that funnel down into underground hives. The craters, of which there are countless, each dozens of meters wide, are built from a secretion that hardens into a substance like amber. Easy to negotiate for the Magpies, with their sharp and bristled claws, to others it's as slippery as ice. Once on the slide there's no way back from the depths of the hive. No one knows what the Magpies do with these victims, but they are never seen again.

20 - LAKE PLAZAS

A pedestrian paradise of paved plazas surrounded by small pools and lakes. This area was given over to aquatic species, but over the years these have grown enormously. There are now great expanses of plush but mushy — and hazardous — weed growth. It can be impossible to tell where the carpet of green is on solid ground, or over water, and many are sucked under the weeds to drown just inches from safety. A watery relative of the akriti, the daakravo, hides beneath the weeds, waiting to strike out with whipping lashes.

21 - THE FLAMING GLOBES

Dozens of vase-shaped towers spread outwards as they climb into the sky, each with an energy field at its apex holding a swirling globe of plasma. The towers, fifty meters tall, are warm to the touch as energy for the plasma globes flows upwards. Some have collapsed and shattered into a million shards, leaving an incinerated crater where the plasma fell. What their purpose is no one knows, but the energy controlling the plasma is intense, and Grabbers love shards of the structure for their fire resistant properties.

22 - CREEPING SLIME MOLD

A horrible slime has evolved and grown since the War, seeping up from under the ground. It has been slowly spreading, consuming all before it. Some claim it's a mutated form of fungus, others that it's a leftover gift from the Builder and the War, or an experiment gone wrong. Others state the yellow mold has recuperative benefits, or can be used as a super glue, if treated properly.

23 - THE GROWING TOWER

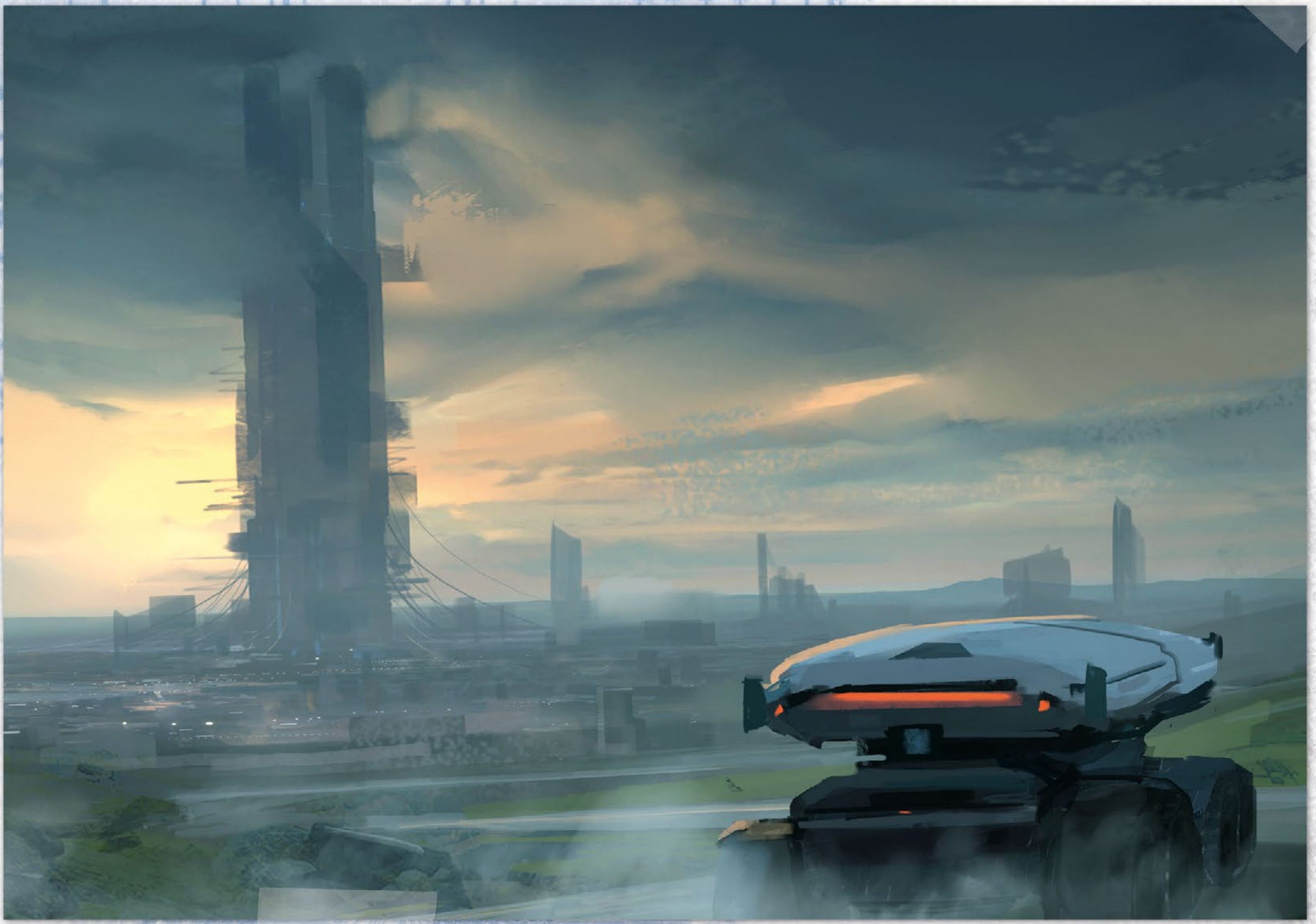
A building of Everan genius, the Growing Tower is a fully functioning structure that is not built, but grows. Over time it structures itself, strengthens foundations and beams as it creates new floors, rooms, balconies, and halls. Crystalline structures weave their way through it, bringing power and other utilities. No one lives there, although rumors persist of whole floors cut off from the world, time capsules of knowledge and technology just waiting to be found. However, there also are stories of Grabbers being trapped as the structure changes, stuck with no hope of rescue.

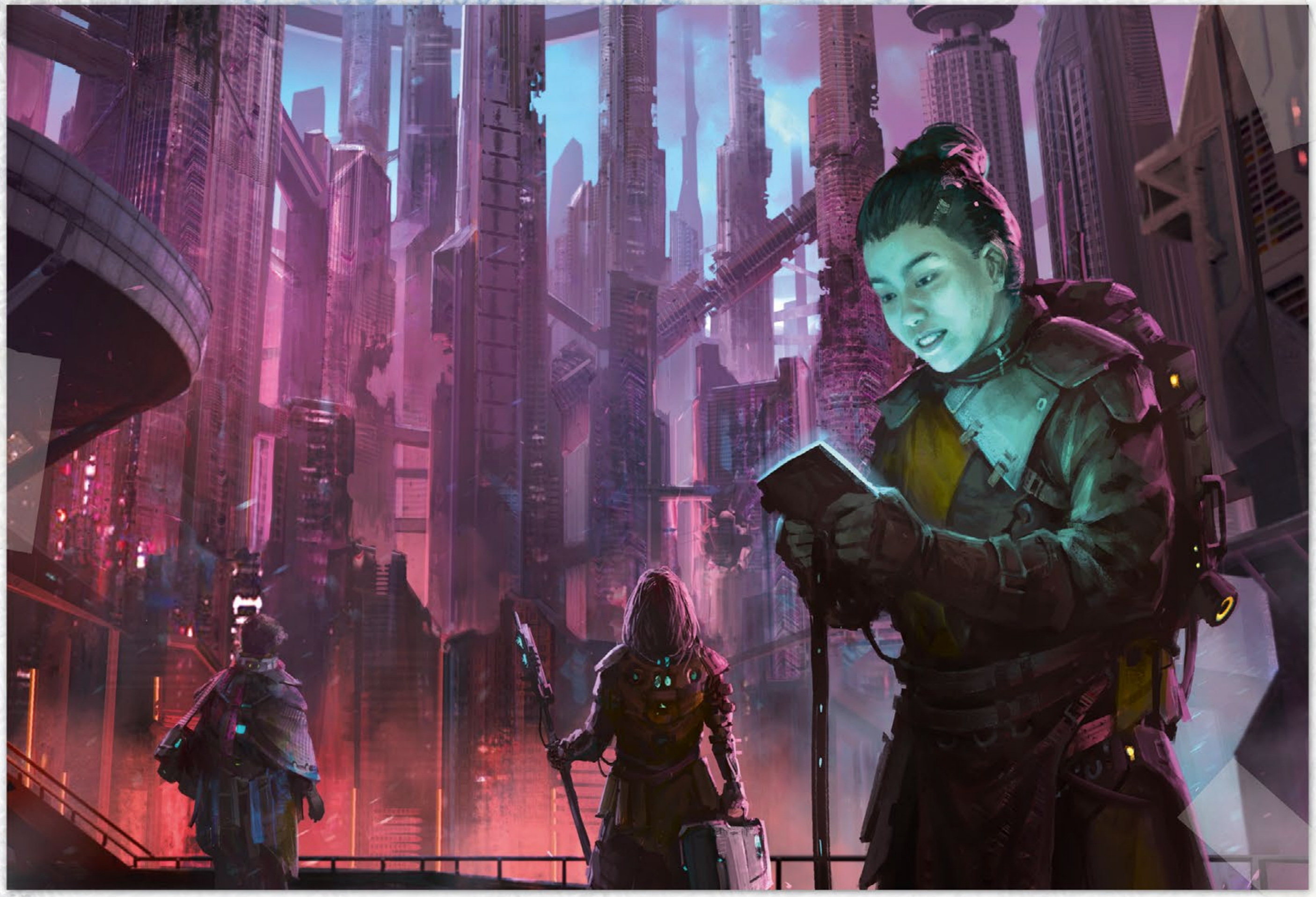
24 - CENTENARY CITADEL

A huge celebration palace was built on the Resanigi-Noviganto canal, encompassing the bridge across as the grand entryway into the inner ring of the city, with grand towers in the Mughal style, landscape gardens, and pools. Used as a rallying point during the War, many people died here in a lightning attack. These victims still haunt the citadel, both in the form of their desiccated skeletons and belongings, but also in the tales of spirits wandering the halls to this day. But the citadel is also said to be the tomb of the warrior mech, Echidna, left here to slumber when the War was won.

25 - THE TOWER OF TOWERS

The tallest building in the city, at 7km high, the Tower of Towers was home to Emerta's great and good. Many were killed when the top third of the tower was sliced away in the last moments of the War, and fell slowly to the streets of Noviganto, where it crumpled into the ground — amazingly some parts of this fallen structure are still almost intact, among the wreckage. Few have explored this tower, but there's a bet among veteran Grabbers as to who will be the first to the very top.





26 - QUEEN PASIPHAE’S LAIR

Queen Pasiphae’s Lair is a zettacore, or datacenter. Located under an overgrown park. The zettacore is deep underground with only seven bronze statues of Theseus fighting six Minotaurs visible on the surface. The zettacore, damaged during the War and cut off from the outside world, houses a fragment of the Builder, controlled by the Entity. The Entity-Builder fragment is desperate to free itself from this prison.

27 - THE PIT OF STATIC

In an area cordoned off within a bizarre metal fence — that actively snags and traps any who try to climb it — lies a huge pit, one hundred meters across, with five concentric steps going down, until they reach a seemingly bottomless tapering hole. Peering into the depths one can see multiple sources of energy crisscrossing the gaps, a scaffold of glistening light beams. They can be climbed, although items of a metallic nature are repelled, and pushed back up. No one knows the purpose of the pit, and those with the courage to climb down must do so without their weapons and technology.

28 - THE AZURE TOWERS

Clustered at the epicenter of the city, the 5km tall Azure Towers stand in beautiful arching elegance. Recognizable from anywhere, the towers change their structure in response to the day of the year and the time of the day, to maximize the light and enhance the view for those living and working within them.
As the home of the Emerta-Bright University, the Nano-genius Design Schools of Verda Mejlo, and other schools of advanced learning, the structures themselves were intended to inspire wonder and creativity, and so help the best minds on Evera continue their work. Now, although the towers still operate, no one has visited them for many years, despite the wonders that must lie within.

CHAPTER 5

STEEL AND STONE

Let's Explore!

This section provides additional rules themed around city exploration and adventuring. These are applicable to Emerta itself, but they can be used anytime your player characters enter any large city. Emerta may be the closest Old-World city to New Mossgrove, but it is far from the only one on the surface of Evera Prime. These expand on the hexploration rules found in the ***Dreams and Machines Gamemaster's Toolkit***, again focusing on specifically city-based exploration. The cities of the Old World were mighty indeed, and it's perfectly possible to set an entire hexploration campaign within one city!

We have also included two new Archetypes for your players to choose from when creating their characters, along with new Talents for each existing Archetype, and a boatload of new equipment and vehicles that your PCs can use to traverse the world. New GLIFs and brand-new rules for combined GLIFs provide even more options for those steeped in GLIF-lore to influence the world. Finally, we have new rules for Secret Truths and Hidden Talents, allowing your characters to begin their campaigns with a mystery, and gradually let their rules come out as they become relevant to the situations they come across.

Taken together, this section provides a huge amount of new content and options for you and your players to use to explore Evera more deeply.

NEW ARCHETYPES

Each archetype provides characters with a few items of equipment. Where an archetype provides a choice between several items, you cannot pick items which have a Tech Level higher than that of the character.

COURIER

You're one of the bold and daring people who brave the wilderness to carry messages and urgent supplies from community to community. Many settlements would sooner trust a courier's bag than risk a radio signal, but a good courier knows that they're taking a risk every time they make a run.

- **Truth:** The character gains the Truth *Courier.*
- **Attributes:** Add +3 to one of Quickness, Insight, or Resolve, add +2 to one of the remaining two, and add +1 to the last of the three.
- **Skills:** Add +2 to one of Move, Sneak, or Operate. Add +1 to the other two.
- **Tech Level:** The character's Tech Level is unchanged.
- **Spirit:** The character's Spirit Pool is increased by +2.
- **Supply Points:** The character has +1 Supply Points.
- **Talent:** Couriers begin with one of the following talents: Out of Harm's Way, Courier's Recall, Pathsign, Second Wind, Swift Shadow, or Far-Ranging.
- **Goals:** When you successfully carry vital information or resources from one community to another, gain growth.
- **Equipment:** One Hand-Made or Security Weapon, Protective Clothing (TL2 or TL3), courier's bag, bicycle or climbing gear, data storage device or 3 coin.

COURIER'S RECALL [TALENT]

You do not forget anything you've seen or read. Not a single message has slipped your mind.

You may attempt a Difficulty 0 Insight test to recall a past event or a place you have previously been to. Momentum you generate on this test may be spent to recall facts and details about that event or location; this is treated like Ask a Question, but you may ask questions about things you have previously encountered, rather than merely those which are currently present in the scene.

FAR-RANGING [TALENT]

You travel further than most, relying on a trusted and oft-repaired vehicle to speed you from place to place.

You possess a vehicle: a Car, Explorer Rover, Trailbike, or Skimboat. If selected at character creation, this replaces your bicycle or climbing kit. When you attempt a Skill Test to repair your vehicle, you may re-roll 1d20 without spending Spirit.

OUT OF HARM'S WAY [TALENT]

What you're carrying is too important to risk, so you've developed a knack for avoiding danger.

When you are the target of an attack, you may add +1 to Threat to have the attacker choose another target within the same zone as you.

PATHSIGN [TALENT]

Couriers have, over many generations, developed a system of signs and signals used to mark hazards, perils, shortcuts, supply caches, and other significant details about the paths they travel between communities.

Once per session, when traveling through the wilderness, you may declare that you've spotted a sign, and you may choose for the sign to mark something **hazardous** or something **helpful**.

If you choose something hazardous, add 1 Threat. The GM creates a brief dangerous encounter — some area of dangerous terrain, some hostile wild animals, or some other danger — but because you are aware of this danger, gain a truth *forewarned*, which will give you an advantage on attempting to avoid or overcome the encounter. After the encounter, all PCs gain 1 growth.

If you choose something helpful, spend 1 Momentum. You immediately gain a trait that represents a shortcut, *or* you immediately gain 2 Supply Points from a cache of supplies hidden nearby.

SECOND WIND [TALENT]

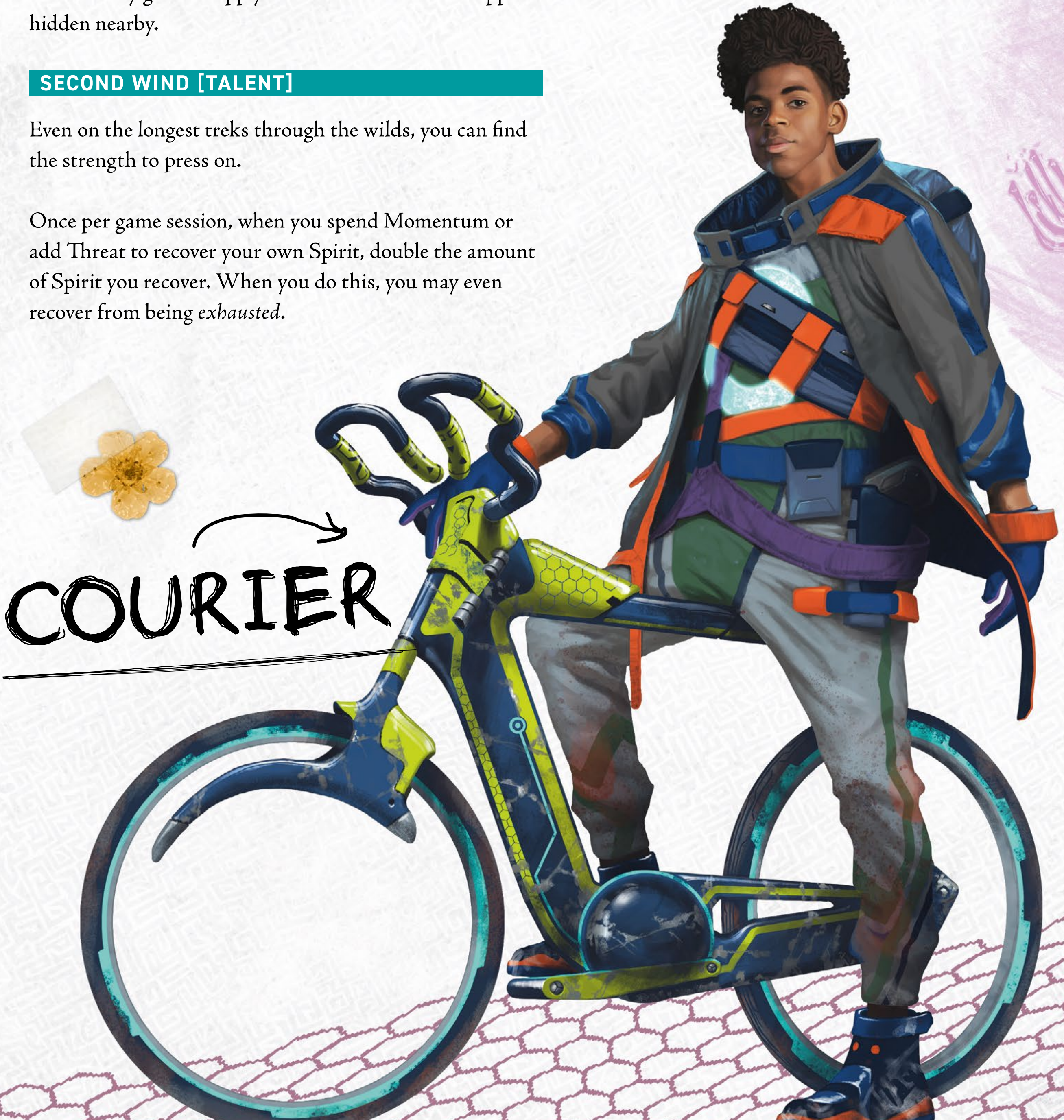
Even on the longest treks through the wilds, you can find the strength to press on.

Once per game session, when you spend Momentum or add Threat to recover your own Spirit, double the amount of Spirit you recover. When you do this, you may even recover from being *exhausted*.

SWIFT SHADOW [TALENT]

You know that moving quietly and staying unseen are only useful if you can still achieve your goals or reach your destination.

When you take an action while you are hidden from hostile, unfriendly, or dangerous creatures or characters, you may add 1 Threat to move more quickly. In combat, this allows you to move one additional zone on your turn.



TELLER

The culture, traditions, and knowledge of a people are deeply intertwined with the stories they tell and the songs they sing. The value of entertainers, especially musicians and storytellers, is immense for their ability to convey the deepest truths of a society in ways that endure more readily than hard facts alone. Tellers serve this function, whether dwelling in one place as a repository of a community's traditions, or traveling from town to town, learning and telling tales as they go, spreading news and strengthening the bonds between communities.

- **Truth:** The character gains the Truth *Teller.*
- **Attributes:** Add +3 to one of Might, Insight, or Resolve, add +2 to one of the remaining two, and add +1 to the last of the three.
- **Skills:** Add +2 to one of Study, Survive, or Talk. Add +1 to the other two.
- **Tech Level:** The character's Tech Level is unchanged.
- **Spirit:** The character's Spirit Pool is increased by +2.
- **Supply Points:** The character has +1 Supply Points.
- **Talent:** Fixers begin with one of the following talents: Comforting Tales [Talent], The Moral of the Story [Talent], Deeds Worthy of Song [Talent], Secrets in Sagas [Talent], Welcome Anywhere [Talent], or The World's a Stage [Talent].
- **Goals:** When you spend an evening regaling your group, or members of a friendly community, with stories that help them face their current challenges, gain growth.
- **Equipment:** One Hand-Made or Security Weapon, Protective Clothing (TL2 or TL3), Communicator (TL3) or 3 coin, and one of: musical instrument (any TL), audiary (TL 3), or nano-projector (TL 4).

COMFORTING TALES [TALENT]

You know well how to lighten the mood and bolster morale when times seem difficult.

When you rest and give up some of the Spirit you would recover, each point of Spirit you give up allows you to recover two Spirit (rather than one) in an ally. Further, you may recover Spirit for multiple allies during a single rest, splitting the Spirit between them as you see fit.

DEEDS WORTHY OF SONG [TALENT]

You don't just travel to tell stories: you want to discover new ones, and to be the first to tell them.

Each time an ally gains growth due to an archetype goal, make a mark on your character sheet. Once you have five such marks, the next time you perform for an audience, erase those marks to add 3 points to the group Momentum pool.

SECRETS IN SAGAS [TALENT]

From time to time, your knowledge of the songs and stories gives you insights into how to overcome real-world problems.

Once per game session, when you attempt a Skill Test, you may use your Study skill instead of whatever skill would normally be used.

THE MORAL OF THE STORY [TALENT]

Every song and every story worth knowing is based upon some valuable truth, and you know a great many to draw wisdom from.

When you create a Truth that represents some knowledge, advice, or life lesson from a story or song, the difficulty of the Skill Test to create that Truth, or the Momentum it costs to create, is reduced by 1.

THE WORLD'S A STAGE [TALENT]

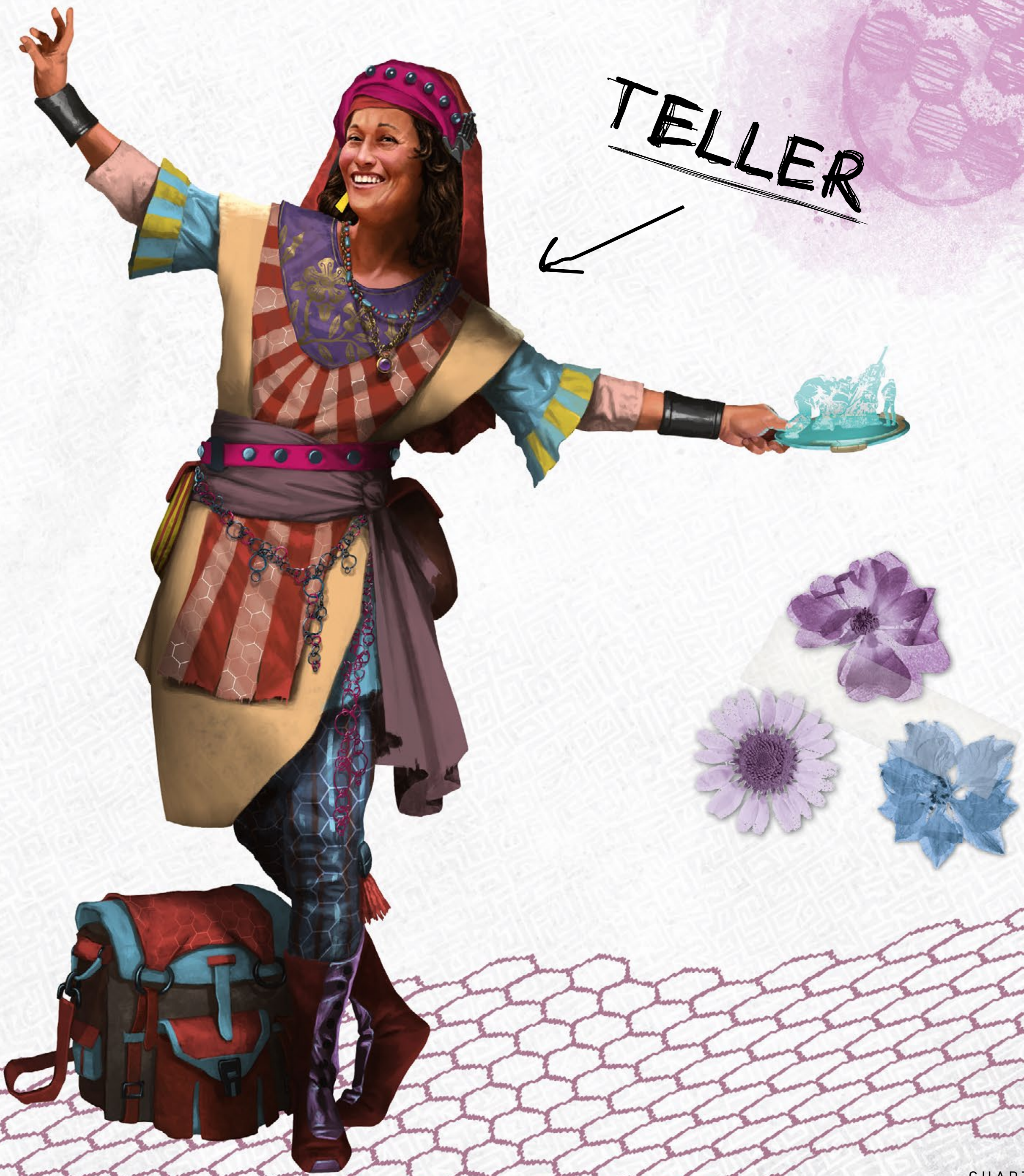
Your talent for theatricality can help you deceive and misdirect. Whether with your voice, music, recorded audio, or even nanograms and holography, you can create distractions.

As an action, you may create a distracting noise, attempting an **Insight** (**Talk**) Test with a Difficulty of 1. If successful, you can pick one character in the same zone as you or an adjacent zone, and that character must either spend its turn investigating the noise or add +1 to the difficulty of any Skill Test they attempt on their turn due to the distraction. More advanced tools — musical instruments, audio recordings, or nanograms — can allow you to affect creatures further away, or affect multiple creatures, at the GM's discretion.

WELCOME ANYWHERE [TALENT]

Your skill with story and song is appreciated in all manner of communities, who are happy to play host to you so long as you regale them with tales.

When you stop within a community for more than a day, as long as you perform for an audience on at least half of the evenings you spend there, you may reduce the cost of any services (such as room and board) you purchase there by 2, to a minimum of 0. You may not attempt to haggle these reduced prices any lower, as it would be seen as impolite.



NEW TALENTS

FIXER

BEST OF FRIENDS [TALENT]

You can cultivate especially deep and rewarding relationships.

Select one bond you have with a character in the group. Whenever you regain Spirit from that bond, increase the amount of Spirit you gain by +1.

FRENEMIES [TALENT]

Close friends or bitter rivals, you can get the most out of any relationship.

All bonds you have are considered to be both supportive and rivalry bonds.

GATHERER

DEEP POCKETS [TALENT]

You've gotten used to carrying around as much as possible with you.

Your base number of Supply Points is increased by +3.

SALVAGE AND SCAVENGE [TALENT]

You can find valuable resources almost anywhere, especially when the dust settles after a fight.

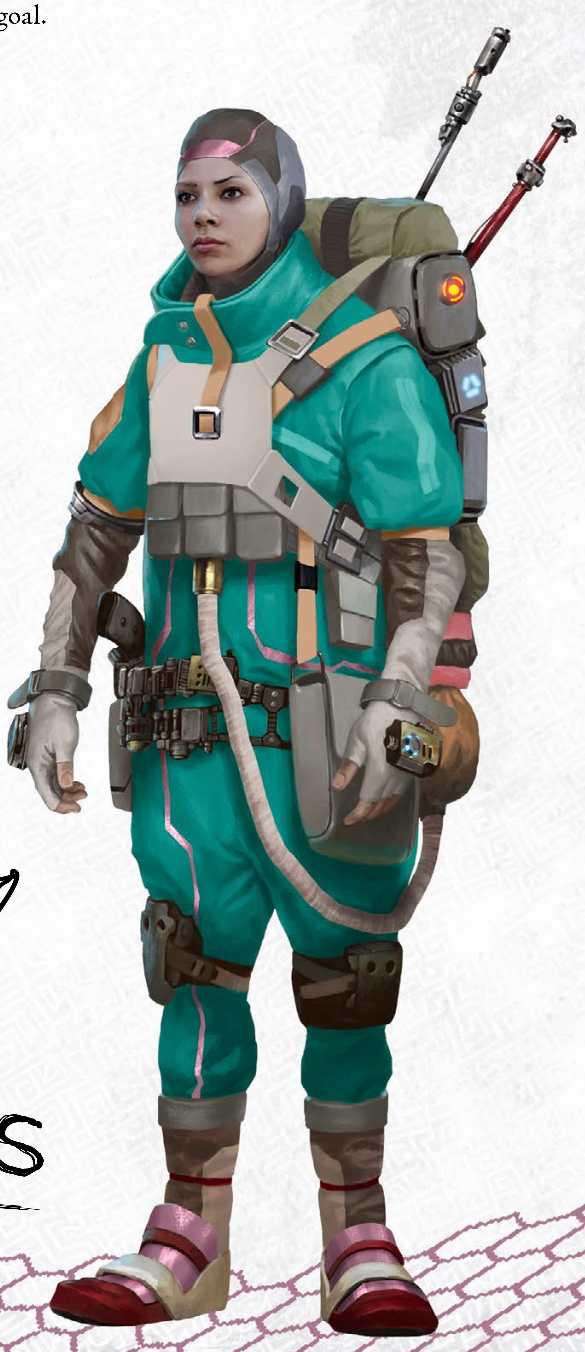
After an action scene, you may spend up to three Momentum to scavenge across the battlefield and salvage what you can from the ruins. Each Momentum spent means you find one Supply Point worth of resources. Battles against animals produce natural supplies, while battles against machines produce technological supplies.

GRABBER

EYE ON THE PRIZE [TALENT]

Once you have a clear objective in sight, little can deter you from pursuing it.

Once per game session, at the start of an action scene, you may define an immediate goal by adding 2 Threat. This goal must involve obtaining something valuable, or gaining access to a location that contains something valuable. During that scene, you may re-roll 1d20 on any Skill Test that will bring you closer to achieving your immediate goal.



GRABBERS

LEGERDEMAIN [TALENT]

Your hands are exceptionally quick, and you've got a knack for emerging from a close encounter with something extra in your pockets.

When attempting to pickpocket someone, you may re-roll one d20 without spending Spirit. Furthermore, when you succeed at a melee attack, or a contest to defend against a melee attack, you may spend 1 Momentum to steal a small item from your opponent. Unless you've identified a specific item that you know that opponent is carrying, the GM determines what you manage to steal. The GM may always offer 1 Supply Point instead of a specific item.

GUARDIAN

BULWARK [TALENT]

You stand between danger and your friends.

When an enemy attacks one of your allies, and you are in the same zone as that ally, you may spend 1 Spirit to become the target of that attack instead. This is done before the Skill Test or contest for the attack is rolled. Further, against this attack, you gain +1 Protection from any armor you're wearing.

SUPPRESSING FIRE [TALENT]

You place your shots to drive the enemy back and disrupt your enemies.

When you succeed at a ranged attack, you may spend 1 Momentum to suppress a single enemy hit. Until the start of your next turn, that enemy adds +1 to the difficulty of any Skill Tests they attempt.

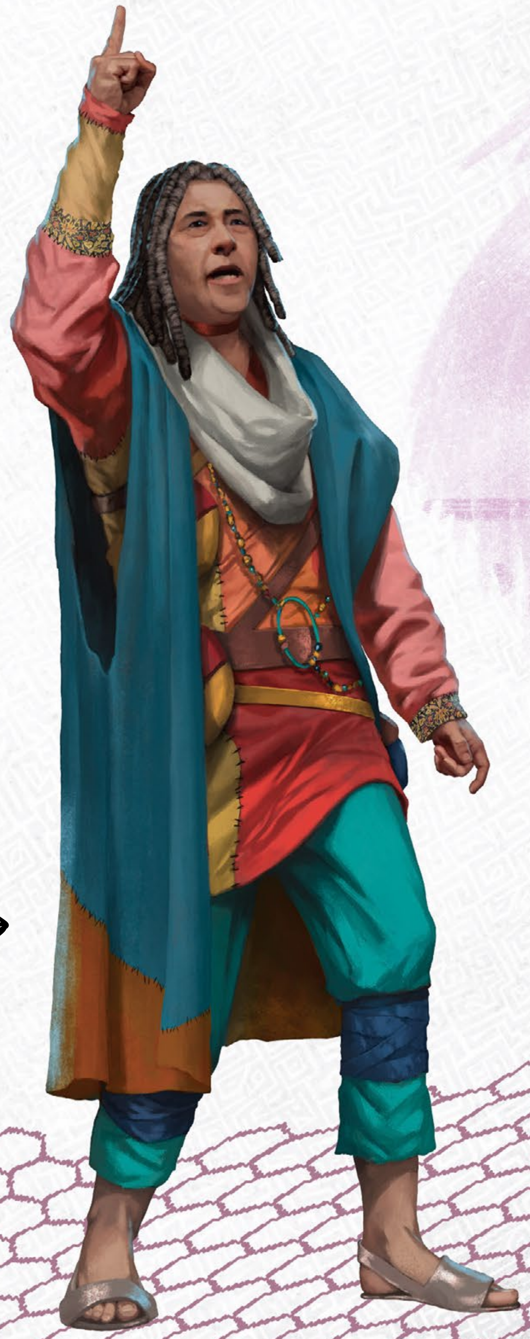
MEDIATOR

HEALER'S HANDS [TALENT]

The traditions of healing are a mixture of complex knowledge and understanding people, and you have honed both skills.

When you attempt a Skill Test to perform first aid on an ally, you may spend 1 Spirit to reduce the Damage Rating of the Injury you're attempting to treat by 1. This will both reduce the difficulty of the first aid attempt as well as reducing how long it takes for that Injury to fully heal.

MEDIATORS



LIFE LESSONS [TALENT]

Wisdom is the scars left behind by experience, and you've become adept at using your experiences to guide others.

When you gain growth, one ally you can see and who can see you recovers 2 Spirit.

TECH

MED-TECH [TALENT]

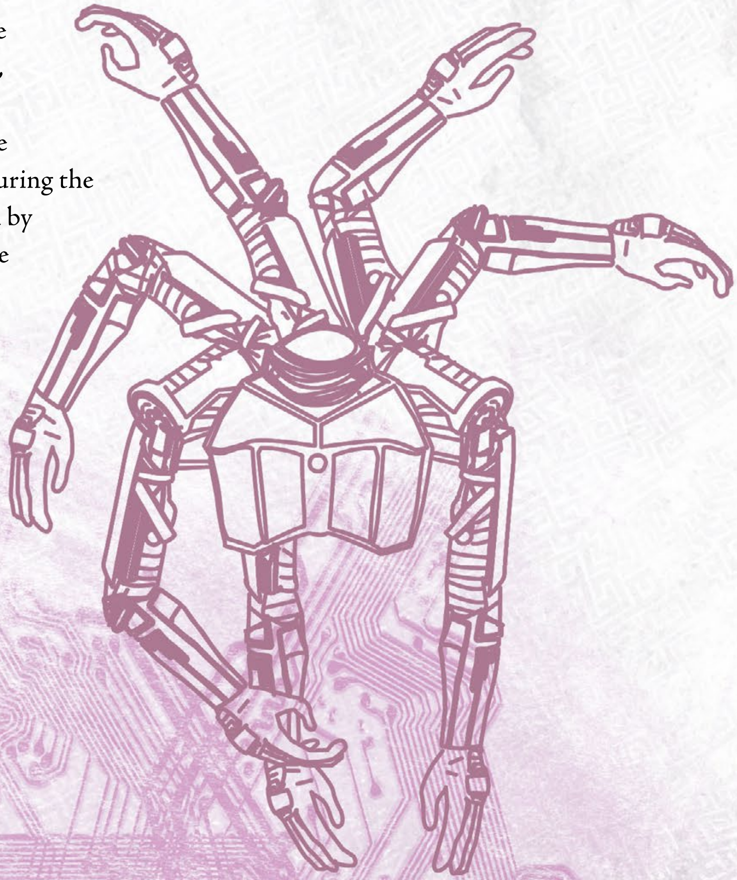
You've studied the most advanced medical and biotechnology you can find, and you are eager to discover more.

When you attempt first aid on an ally, you may spend Supply Points equal to the Injury's damage rating to count as having a first aid kit, reducing the Test's difficulty to 1. If you already have a Powered first aid kit, medical kit, combat medkit, or similar, you may recharge it more quickly: a Powered (Break) item is recharged after a Breather, while a Powered (Breather) item can be recharged instantly and used a second time before needing to recharge normally.

MODULAR ARMAMENTS [TALENT]

You can quickly create modifications and attachments for weapons. These add-ons are short-lived, but they can mean the difference between victory and defeat if used cleverly.

You may create an upgrade for a single weapon that you or an ally is carrying, by spending Supply Points equal to the weapon's Tech Level. This upgrade improves the weapon for one attack during the current scene (if the weapon is carried by an ally, you need to be able to hand the upgrade to them for them to use it). The upgrade provides either +2 to the weapon's damage rating or grants the weapon one of the following traits if it does not have it: Breaker, Burst, Long Ranged, or Non-Lethal.



ADDITIONAL TALENTS

ADVENTUROUS [TALENT]

You're eager to see what's over the next ridge, past that distant forest, or beyond those ancient buildings, and your enthusiasm has carried you onwards through many dire situations.

At the start of a scene, if there is no Momentum in the group pool, add 1 Momentum to that pool.

CARRY ON REGARDLESS [FIXED TALENT]

You don't allow a little thing like failure to get in your way. You may only select this talent if you have a Fixed temperament.

When you attempt a Skill Test, you may choose to suffer an automatic Complication in exchange for gaining one automatic success on the Test.

FIGHT FOR EACH OTHER [TALENT]

You would risk anything for your friends and comrades in the worst of situations.

If an ally who you have a bond with is defeated, you recover 3 Spirit.

GET UP! [TALENT]

You try and motivate your friends to keep going even when things seem bad.

If an ally has been Defeated, on your turn you may spend 2 Spirit to revive them. You must be in the same zone as them to do this. This does not remove any Injuries your ally has suffered, it only means they are no longer Defeated.

GO TO GROUND [TALENT]

There are many dangers in the world, and you've learned a few ways to keep yourself safe.

When you attempt to hide from an enemy, you may add an extra d20 to your dice pool without spending Spirit as long as you remain prone and do not move. Furthermore, in combat, if you are the target of a ranged attack while you are in cover, you increase the Protection your armor provides by +2 (or gain 2 Protection, if unarmored).

JUST A SCRATCH [TALENT]

You've always had a knack for getting out of trouble with only minor scrapes and scratches.

Once per scene, when you suffer an Injury, you may avoid that Injury by adding to Threat instead of spending Spirit. The amount of Threat is the same as the amount of Spirit you would have spent.

JUST AS PLANNED [MANIPULATIVE TALENT]

You have plans within plans. You may only select this talent if you have the Manipulative temperament.

When an ally attempts a Skill Test, you may spend 2 Spirit to declare that it is part of your plan. Describe what actions you took in the past (within the last few days) to prepare your ally for this situation. You may then assist the ally attempting the Test, and count your assistance die as if it had rolled a 1. During a single game session, each time you use this talent after the first, increase the Spirit cost by +1.

MAKE MY OWN LUCK [MAVERICK TALENT]

You don't rely on fortune or tradition to guide you. You may only select this talent if you have the Maverick temperament.

When you attempt a Skill Test, after rolling, you may spend 1 Spirit to change any one die to be equal to the attribute used on that test (guaranteeing one success). You may only do this *once* per Skill Test, and you may not re-roll any dice on that Skill Test if you use this talent.

MERCURIAL [CONSPICUOUS TALENT]

Your mood is quick to change. You may only select this talent if you have the Conspicuous temperament.

When you attempt a Skill Test, if you are affected by any Truths that represent emotions such as fear, doubt, panic, etc., you may spend 1 Spirit to remove one of those Truths before rolling the Skill Test.

MOBILE CACHE [VEHICLE TALENT]

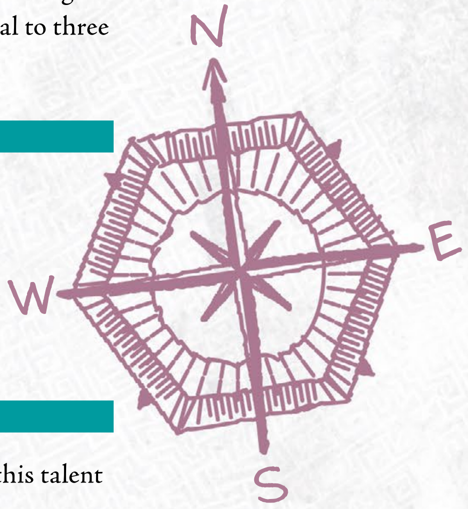
Your vehicle contains space to stow some emergency supplies.

Choose a single vehicle you own — you may change which vehicle this is during downtime (any period of rest in a settlement or community lasting 2+ days). That vehicle contains a store of additional Supply Points equal to three times its Scale.

NAVIGATOR [TALENT]

You rarely lose your way.

You always know which direction is true north, and you reduce the difficulty of any Skill Test to determine your location by 2, to a minimum of 0, just by observing visible landmarks and the sky.



PREPARATION [CIRCUMSPECT TALENT]

You thrive when there's a clear plan of action. You may only select this talent if you have the Circumspect temperament.

When you attempt a Skill Test, and there are one or more Truths which would affect the Test positively, you may re-roll 1d20 without spending Spirit.

QUICK SURVEY [TALENT]

You're quick to check your surroundings for advantages, problems, and other vital details.

When you first enter a scene, you may ask the GM one question as if you'd spent Momentum.

RANSACK [TALENT]

When searching the ruins, sometimes fast and noisy is better than quiet and slow.

When you attempt a Skill Test to search an area, you may add 2 to Threat to reduce the difficulty of the test by 1 (to a minimum of 0) and halve how long it takes to search that area.

SPECIALIZED [TALENT]

Within a narrow field, you have a better understanding of how to use technology.

Choose a single skill. When you attempt a Skill Test with that skill, and the Test involves using an item, you can count your Tech Level as two higher than normal.

SPRAY AND PRAY [TALENT]

It's not subtle, but it's effective.

When you make a ranged attack with a weapon with the Burst trait, you may hit additional targets even if they are not part of a mob. Each additional target hit must be within the same zone as the target, and you must spend 1 Momentum for each additional target hit. If you are attacking a mob, you may hit *two* additional targets for every Momentum you spend.

VEHICLE GUNNER [VEHICLE TALENT]

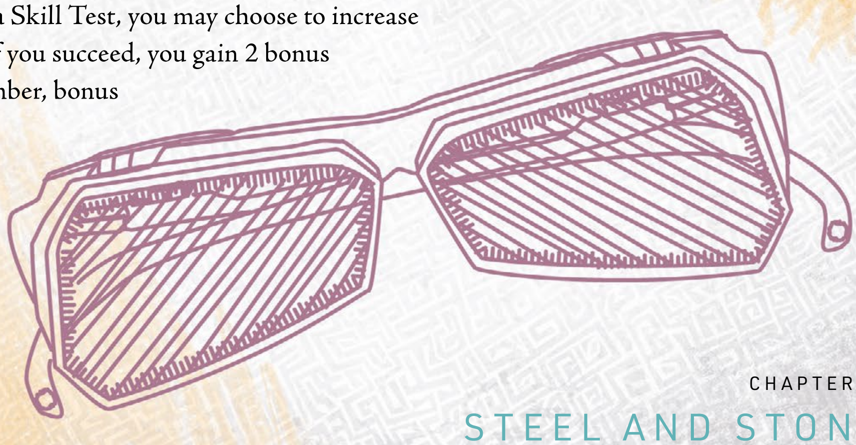
You're well-practiced at operating a vehicle's weapons.

When you make an attack with a weapon mounted on a vehicle, you may re-roll 1d20 without spending Spirit. Further, if a Complication is suffered on an attack with a weapon mounted on a vehicle, you may spend 1 Spirit to ignore that Complication.

YES, I AM THAT GOOD [DEMONSTRATIVE TALENT]

You show off, often doing things the hard way just to show that you can. You may only select this talent if you have the Demonstrative temperament.

When you attempt a Skill Test, you may choose to increase the difficulty by 1. If you succeed, you gain 2 bonus Momentum. Remember, bonus Momentum cannot be saved.



SECRET TRUTHS AND HIDDEN TALENTS

In ***Dreams And Machines***, you can incorporate **secret truths** and **hidden talents** into the creation and growth of your character. These allow you to leave some things about your character unrevealed at the start of the game, so that you can fill in the blanks later on with revelations about those aspects.

SECRET TRUTHS

Your character may begin the game with one secret Truth, a type of personal Truth. You define this secret Truth during gameplay when your character confronts a situation you feel would bring the Truth to the surface. This is in addition to the Truths you gain from your Origin and your Archetype. If you do this, your Spirit Pool is reduced by 2, as the burden of keeping a secret weighs upon your mind.

At first, this Truth is *I Have a Secret*. Like any other personal Truth, *I Have a Secret* can be used to modify the difficulty of a task or can grant permission to make a task possible. Unlike other Truths, however, *I Have a Secret* can be used to modify any task. However, after the first time you use this truth, you must replace *I Have a Secret* with a new Truth, one that explains how your secret applied to the situation. That new Truth becomes a personal Truth for your character from that point on. You then increase your Spirit Pool by 2, regaining the points lost from having a secret Truth.

When you reveal a secret Truth to modify a task, you must declare your choice before you roll to determine the outcome.

I HAVE A SECRET EXAMPLE

During a scene, a group of desperate Everan bandits confronts Danny's Guardian character. The bandits are blocking an old Grabber trail to Danny's destination, exacting tolls from any who pass. Danny decides to use *I Have a Secret* to modify the Difficulty of the **Resolve** (**Talk**) Test needed to convince them to let him pass — he really needs to reach his destination! After reducing the Difficulty, Danny declares that his secret Truth is *former bandit*. His Guardian's shady past lets him speak on more even terms with the bandits, making it easier to convince them to let him through.

GAINING NEW SECRET TRUTHS

After you define one of your secret Truths, you might decide to pick up another one (or more) later on in your character's career. An additional secret Truth could simply be one your character already has — perhaps a deeper one — or it could be a yet-unrealized truth that emerges in response to the events of your character's unfolding story.

If you want to gain another secret Truth, between adventures you can spend 3 growth to gain *I Have a Secret* once again. This must have the approval of the GM, who may choose to reduce the cost at their discretion. As above, when you select *I Have a Secret*, your Spirit Pool is reduced by 2, which is regained when you reveal your secret. You may only have one secret Truth at a time.

HIDDEN TALENTS

Just as with secret Truths, you can declare hidden talents during gameplay in response to circumstances a talent could affect.

During character creation, when you can choose a talent provided by your archetype, you may take a hidden talent instead of choosing one of the available options. When you choose to take a hidden talent, you reduce your Spirit Pool by 1, due to the burden of your secret.

During gameplay, you may reveal the hidden talent at any time, choosing it from the talents for which your character meets the requirements (one of your archetype's talents, or a general talent). If a hidden talent would modify the outcome of a Test, you must declare the talent before resolving the Test. You then increase your Spirit Pool by 1, regaining the point lost when you selected a hidden talent.

GAINING NEW HIDDEN TALENTS

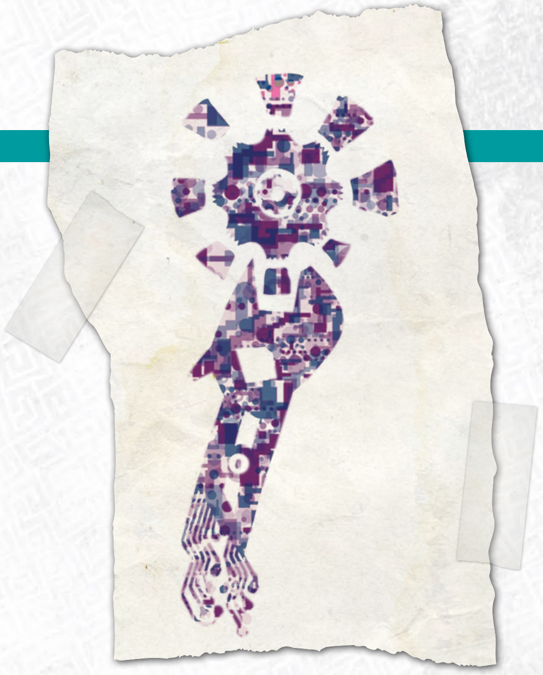
Between adventures, you may choose to spend growth to give your character a new hidden talent, which functions as described above. As with any talent, this costs growth equal to the number of talents you already possess.

SSSSSHHHHHH don't tell anyone

NEW GLIFS

This section includes a selection of new GLIFs for player characters to learn. Many of these have limited use by themselves but can be useful if used creatively or as part of a combination of GLIFs.

ADMIN



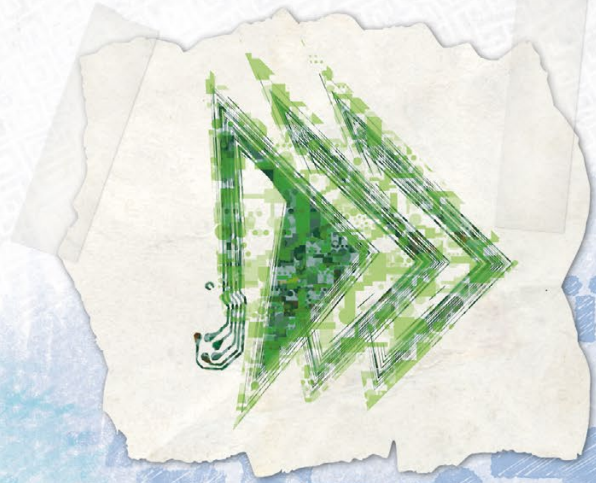
Complexity: 4

Upon seeing the GLIF, the machine will send a signal to the nearest character it can perceive and await a response. If it receives no response, it will continue what it was doing before. If it receives an incorrect response, it will continue what it was doing before, but it will treat the character as a priority target. If it receives a correct response — an administrator's identification signal — it will immediately cease all other actions and await instructions from the administrator.

ADVANCE

Complexity: 1

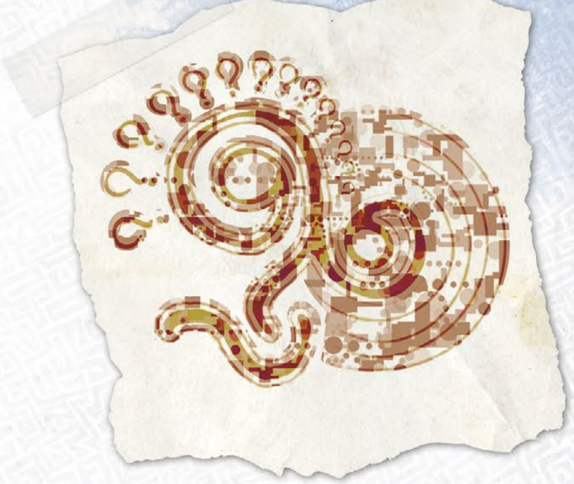
Navigation GLIF. Upon seeing the GLIF, the machine immediately moves forwards a few meters. It stops if this movement would make it collide with an obstacle or hazard.



BAFFLE

Complexity: 3

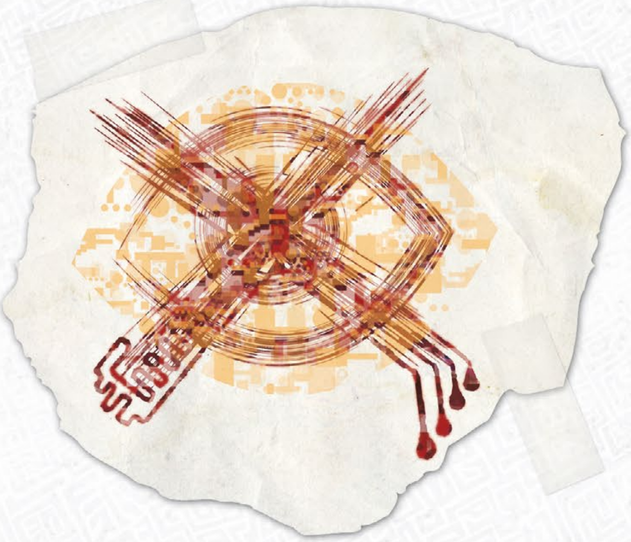
Upon seeing the GLIF, the machine's navigation and pathing is scrambled. It will move randomly for the next minute or so, until it reboots its navigation systems (which takes an action from the machine). This random movement has no regard for obstacles, characters, or hazards. It can try and remain still but must spend 1 Threat to do so.



BLIND

Complexity: 2

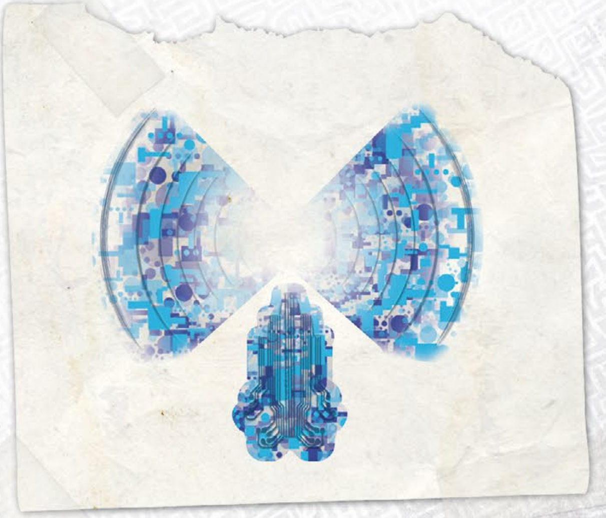
Upon seeing the GLIF, the machine's sensors are shut down, rendering it unable to perceive its environment. It cannot see, hear, or otherwise detect anything that happens in its vicinity until it has restarted its sensors (which takes an action). It can still remember last-known locations of targets nearby, but attacks against them increase in Difficulty by 2.



CALL

Complexity: 1

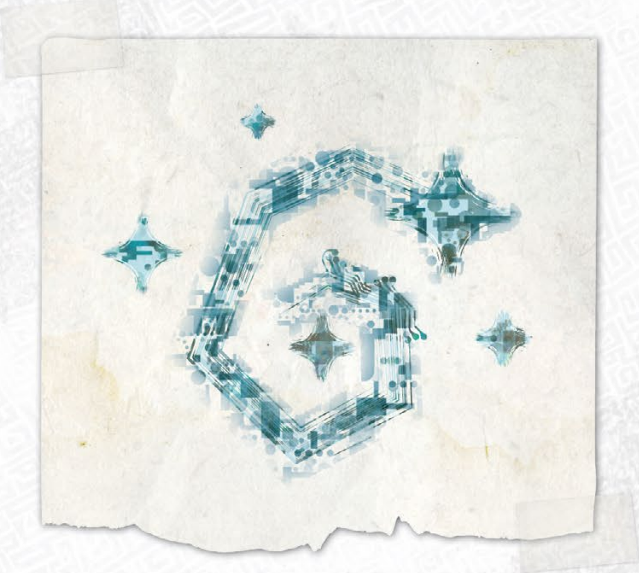
Upon seeing the GLIF, the machine immediately broadcasts a signal to draw other machines to it. If it detects threats or targets, it will call for reinforcements. If it is damaged, it will call for repairs. This signal can be detected by any other machine, but it can also be perceived by a character with a reader lens. Sending this signal adds 1 to Threat.



FACTORY

Complexity: 4

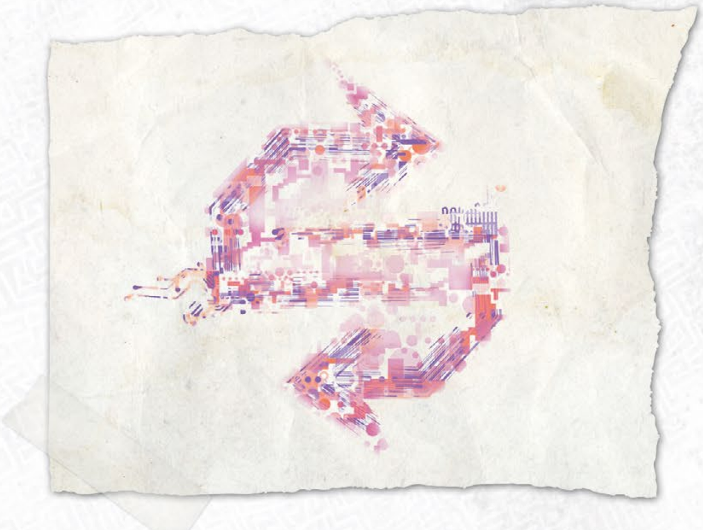
Upon seeing the GLIF, the machine immediately purges any data received since it was first activated and reverts to its original factory programming. This removes any corrupted instructions from the Builder, though it does not prevent the machine from being corrupted again.



LEFT/RIGHT

Complexity: 1

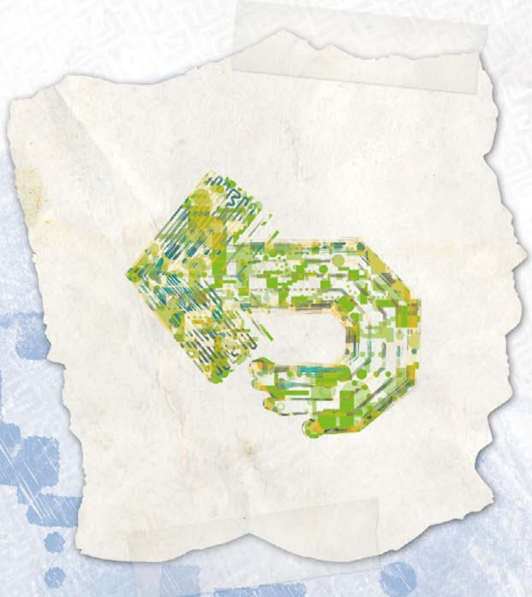
Navigation GLIF. Upon seeing the GLIF, the machine immediately turns 90 degrees to the left or right and moves a few meters in that direction. It stops if this movement would make it collide with an obstacle or hazard. Choose the direction when drawing the GLIF.



REVERSE

Complexity: 1

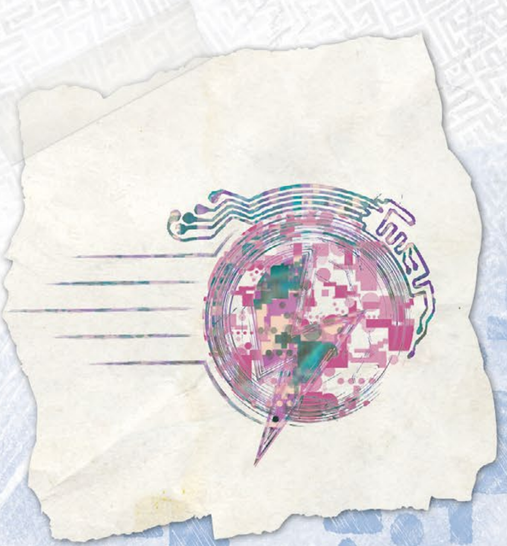
Navigation GLIF. Upon seeing the GLIF, the machine immediately moves backwards a few meters. It stops if this movement would make it collide with an obstacle.



RUSH

Complexity: 2

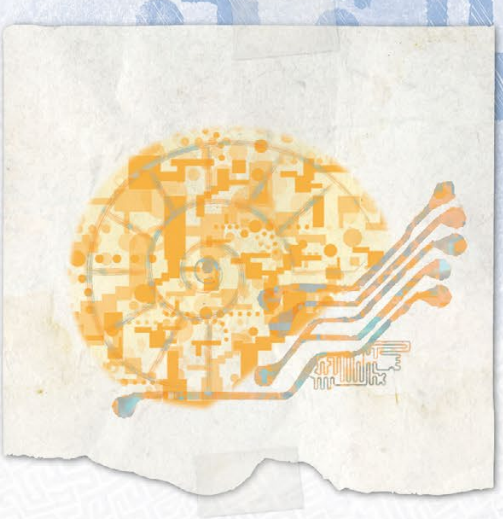
Navigation GLIF. Upon seeing the GLIF, the machine immediately moves forwards several meters as fast as it can. This can cause it to collide with an obstacle or hazard.



SLOW

Complexity: 2

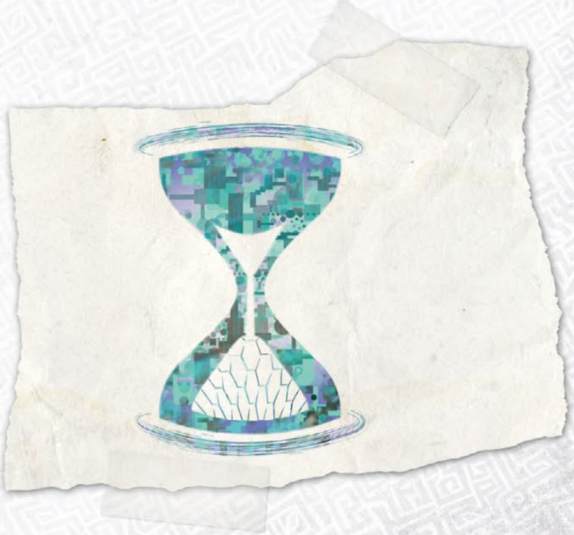
Navigation GLIF. Upon seeing the GLIF, the machine applies a limit to its maximum speed. While it can see the GLIF, it must spend 1 Threat to move normally, and doubles the cost to move additional zones.



WAIT

Complexity: 1

Upon seeing the GLIF, the machine delays following the next GLIF command it sees for a short time (in combat, the start of its next turn). This GLIF is normally used as part of a Combination GLIF.



COMBINATION GLIFS

In their original form, GLIFs were designed to be combined, layered over one another in complex interlocking patterns of instructions. The secrets to using and applying these combinations have largely been lost, and while many Archivists and other GLIF-users have heard of — and often experimented with — combining GLIFs, actual first-hand information about them is extremely scarce.

To create a Combination GLIF, select two or more GLIFs you know. The total complexity of all the GLIFs you select added together cannot exceed 5, and you cannot select the same GLIF more than once (with the exception of **navigation GLIFs**, as noted below).

Then, choose the order of the GLIFs: first, second, third, etc. When a machine sees your Combination GLIF, they will see them and respond to them in that order.

Finally, apply the Combination GLIF. This requires a **Quickness** (**Study**) Test with a Difficulty equal to the total complexity of all the GLIFs added together. Further, your complication range is equal to the number of GLIFs being combined: so, if you're combining two GLIFs, you'll suffer a Complication on a 19 or 20, three GLIFs will cause a Complication on an 18, 19, or 20, and so on. If the test fails, the resulting GLIF is garbled and contradictory: the first time a machine sees the GLIF, add a number of points of Threat equal to the total complexity.

When a machine sees a combination GLIF, it instantly sees all of the GLIFs included, but it will carry out the effects of those GLIFs in the chosen order.

Some GLIFs have additional considerations when combined:

- The Reset GLIF will prevent any other GLIF commands being carried out afterwards, as it wipes the machine's recent memory. If it is to be used in a combination, they should be placed *last* in the order.
- Contradictory orders, such as a Forbid GLIF followed by any GLIF that would compel the machine to cross or approach the marked object or person, cause an error in the machine, which adds +1 to Threat. The same applies to combining Hazard and Protect GLIFs.
- Navigation GLIFs are particularly well-suited to combinations, and individual navigation GLIFs can be used more than once in a combination.
- If a Baffle GLIF is combined with one or more Navigation GLIFs, then the effects of the Navigation GLIFs are reversed: advance becomes reverse, left becomes right, slow becomes rush, and vice versa. However, due to its confused navigation, the machine cannot avoid colliding with obstacles or hazards.
- Multiple Wait GLIFs can be combined to increase the delay.
- Placing the Wait GLIF in the middle of a combination means that any GLIF *after* the Wait is delayed until the machine's next action.
- In specific cases, the Glitch GLIF can be combined to trigger the glitch when it performs a specific action. The glitch causes the machine to immediately stop what it's doing (failing any action it was attempting) and spends its next action recovering.
  - **Discharge + Glitch** means that the machine suffers a glitch when it takes an action with a powered tool or weapon. It also discharges the powered item when the glitch occurs.
  - **Forbid + Glitch** means that the machine suffers a glitch whenever it attempts to cross a marked threshold or approach a marked object or person.
  - **Hazard + Glitch** means that the machine suffers a glitch when it attempts to destroy a marked object or person.
  - **Ignore + Glitch** means that the machine suffers a glitch when it detects a marked object or person.
  - **Call + Glitch** means that the machine suffers a glitch when it next attempts to contact another machine.

NEW EQUIPMENT

HYPERTECH INTERFACES

An item of Tech Level 6 or higher is designed to be used in conjunction with a reader lens or other form of augmented reality display. These items have very few, if any, visible controls, and while they will respond to verbal and somatic commands — command words and physical gestures — these are relatively clumsy and awkward, increasing the Difficulty of any Skill Test to use the item by +1.

Furthermore, a character with a Tech Level lower than 6 cannot attempt to use Tech Level 6+ items at all — without physical controls, they wouldn't even know where to begin.

ITEM RARITY (UPDATED)

Naturally, not all items are equally available. Many of the most precious, useful, or scarce items are difficult to find, or can only be found in a few places, and fewer of those items will be available for sale: rare and useful tools are the kinds of things few people are willing to part with.

Items will be listed with a **rarity** value, a score from 1 to 8. Additionally some items will not have a coin cost but be listed as found items, these items are mostly old world tech that is highly powered or dangerous. These would not be found in your local market but scavenged from some hidden ruin or facility.

WEAPONS

WEAPONS TABLE

RARITY VALUE	MEANING
1	The item is likely to be found in any homestead or community.
2	The item is likely to be found in any sizeable town or similar community.
3	The item is likely to be found in a specialized community, typically Archivists.
4	The item may rarely be found in a few specialized communities, typically Archivists.
5	The item is almost impossible to find without venturing into the ruins.
6	The item is rarely encountered even in the ruins.
7	The item is only likely to be encountered in specialized facilities or equipment caches within the deepest sections of the ruins.
8	The item is thought to exist through records and legends, but actual examples are virtually unheard of.

HAND MADE WEAPONS TABLE

NAME	RARITY	TECH LEVEL	TYPE	DAMAGE	QUALITIES
Blackout Fog Bomb	3	2	Ranged	None	Ammo, Quiet
Bomb Sling	2	1	Ranged	As Grenade	Long Ranged
Glue Bombs	3	2	Ranged	Stuck 4	Ammo, Non-Lethal, Quiet
Slick Bombs	3	2	Ranged	None	Ammo, Quiet
Slumber Fog Bomb	2	2	Ranged	Asleep 4	Ammo, Breaker, Non-Lethal, Quiet
Static Fog Bomb	3	2	Ranged	Shocked 3	Ammo, Breaker, Non-Lethal, Quiet

SECURITY WEAPONS TABLE

NAME	RARITY	TECH LEVEL	TYPE	DAMAGE	QUALITIES
Concussion Grenade	4	4	Ranged	Concussion [x2] 2	Ammo, Burst, Breaker, Non-Lethal
Concussion Mine	4	4	Mine	Concussion [x2] 3	Ammo, Burst, Breaker, Mine, Non-Lethal
Concussion Pulser	5	4	Ranged	Concussed 3	Breaker, Non-Lethal, Powered (Breather)
Concussion Rod	4	3	Melee	Concussed 3	Breaker, Non-Lethal, Powered (Breather)
Nanotangler	5	5	Ranged	Entangled 5	Burst, Non-Lethal, Powered (Break)

MILITARY WEAPONS TABLE

NAME	RARITY	TECH LEVEL	TYPE	DAMAGE	QUALITIES
Arc Bombard	6	4	Ranged	Shocked [x2] 4	Burst, Powered (Special), Heavy, Long Ranged, Loud, Scary
Arc Carbine	4	4	Ranged	Shocked 3	Burst, Powered (Break), Loud
Arc Grenade	4	4	Ranged	Shocked [x2] 3	Ammo, Burst, Loud
Arc Mine	5	4	Mine	Shocked [x2] 4	Ammo, Burst, Loud, Mine
Autonomous Weapons Platform	7	7	Ranged	Burned 5	Breaker, Burst, Loud, Powered (Breather), Scary
Dark Matter Blaster	7	6	Ranged	Disintegrate [x2] 5	Breaker, Powered (Bed), Silent
Gravity Grenade	5	5	Ranged	Pinned [x2] 3	Ammo, Burst, Breaker, Non-lethal
Gravity Lance	5	5	Melee/ Ranged	Pinned 4	Breaker, Powered (Break), Non-lethal
Gravity Mine	5	5	Ranged	Pinned [x2] 4	Ammo, Burst, Breaker, Mine, Non-Lethal
Seeking Grenade Launcher	5	5	Ranged	As Grenade	Long Ranged, Heavy, Special
Singularity Grenade	6	6	Ranged	Implosion [x2] 4	Ammo, Breaker, Burst, Loud, Scary
Singularity Projector	7	6	Ranged	Implosion 5	Breaker, Burst, Loud, Scary, Powered (Bed)

ARC BOMBARD

A heavy arc weapon with devastating and terrifying effects, the Arc Bombard essentially produces weaponized thunderstorms, ionizing the air above and around the enemy to produce an intense, artificial electrical storm, accompanied by the cacophony of thunder. These weapons are more akin to artillery pieces than man-portable weapons and require massive amounts of power to operate. Conventional kinetic batteries alone cannot store enough charge to power them.

The profile for the Arc Bombard can be found in the Military Weapons Table at the start of this section. An Arc Bombard is a Powered weapon, requiring an active power supply (a generator or similar) to operate.

CATEGORY	TECH LEVEL	COIN	RARITY
Military	4	7	4

ARC CARBINE

Ranged arc weapons are somewhat more complex than those used in melee, or the close-ranged effect of grenades and mines, but they can be thought of as "lightning guns" (a common slang name for them amongst those who use or face them). An arc carbine "paints" the target with an ionizing ultraviolet laser, creating a pathway that conducts bolts of electricity, which can often arc short distances between closely packed enemies.

The profile for the Arc Carbine can be found in the Military Weapons table at the start of this section. An Arc Carbine is a Powered weapon, which recharges after a Break rest.

CATEGORY	TECH LEVEL	COIN	RARITY
Military	4	6	5

ARC GRENADE

These grenades unleash a cloud of ionized gas and then discharge a high-capacity single-use battery, creating a sudden burst of electricity and intense noise.

Each grenade can only be used once. The profile for an Arc Grenade can be found in the Military Weapons Table at the start of this section. An Atoma device produces these grenades in batches of three.

CATEGORY	TECH LEVEL	COIN	RARITY
Military	4	6	4

(for 3 grenades)

ARC MINE

These mines unleash a cloud of ionized gas and then discharge a high-capacity single-use battery, creating a sudden burst of electricity and intense noise. They're set to detonate when someone passes within a meter of them.

Each mine can only be used once. The profile for an Arc Mine can be found in the Military Weapons Table at the start of this section. An Atoma device produces these mines in batches of three.

CATEGORY	TECH LEVEL	COIN	RARITY
Military	4	6	4

(for 3 mines)

AUTONOMOUS WEAPONS PLATFORM

These three featureless orbs float around their designated user, operating on a rudimentary artificial intellect. Each contains a highly compact plasma weapon, with a fast-charge power supply built into each orb and wirelessly transmitted between the orbs. A typical cluster is designed to operate as a formation, firing in sequence to sustain a higher rate of fire.

The three orbs form a single weapon system. They are a Powered weapon, which recharges after a Breather rest.

CATEGORY	TECH LEVEL	COIN	RARITY
Military	7	0	7

(Found Item)

BLACKOUT FOG BOMB

These ceramic shells contain a binary chemical – two safe substances designed to create a special effect when mixed – concocted by a handful of isolated Dreamer villages from rare ingredients. The recipe for this substance is carefully guarded. When the shell breaks and the chemical mixes, it produces a mist that absorbs light – even parts of the spectrum visible only to machine senses – creating an area of inky darkness. The fog normally lingers for several rounds, but strong winds may disperse it faster, at the GM's discretion.

Each bomb can only be used once. The profile for a Blackout Fog Bomb can be found in the Hand Made Weapons table at the start of this section. They are normally produced in batches of three.

CATEGORY	TECH LEVEL	COIN	RARITY
Hand-Made	2	4	3

(for 3 bombs)

BOMB SLING

A heavy-duty sling, larger than typical examples, customized to fit most common types of hand-made bomb. The sling allows someone to throw a bomb much further than normal.

The profile for a Bomb Sling can be found in the Hand Made Weapons Table at the start of this section. The type of bomb loaded into the sling adds its damage and qualities to the sling.

CATEGORY	TECH LEVEL	COIN	RARITY
Hand-Made	1	2	2

CONCUSSION GRENADE

These grenades unleash a pulse of kinetic energy, hurling nearby foes from their feet. The effect is more disruptive than destructive, and enemies within the blast are confused and disoriented rather than seriously hurt.

Each grenade can only be used once. The profile for a Concussion Grenade can be found in the Security Weapons Table at the start of this section. An Atoma device produces these grenades in batches of three.

CATEGORY	TECH LEVEL	COIN	RARITY
Security	4	4	4

(for 3 grenades)

CONCUSSION MINE

These mines unleash a pulse of kinetic energy, hurling nearby foes from their feet. The effect is more disruptive than destructive, and enemies within the blast are confused and disoriented rather than seriously hurt. They're set to trigger when someone passes within a meter.

Each mine can only be used once. The profile for a Concussion Mine can be found in the Security Weapons Table at the start of this section. An Atoma device produces these grenades in batches of three.

CATEGORY	TECH LEVEL	COIN	RARITY
Security	4	4	4

(for 3 mines)

CONCUSSION PULSER

A less-lethal weapon intended for use by security services, this device projects a fist-sized pulse of kinetic energy. This has considerable impact, and the effects can be felt through all but the thickest armor, but they are unlikely to cause any serious lasting damage.

The profile for the Concussion Pulser can be found in the Security Weapons Table at the start of this section. A Concussion Pulser is a Powered weapon, which recharges after a Breather rest.

CATEGORY	TECH LEVEL	COIN	RARITY
Security	4	6	5

CONCUSSION ROD

This slender mace-like rod feels heavier than it actually is, as it draws in and magnifies kinetic energy. The impact of the weapon is considerably greater than the weapon's size and bulk would suggest, though the kinetic field is dispersed in such a way that it does not inflict lasting damage.

The profile for the Concussion Rod can be found in the Security Weapons Table at the start of this section. A Concussion Rod is a Powered weapon, which recharges after a Breather rest.

CATEGORY	TECH LEVEL	COIN	RARITY
Security	3	5	4

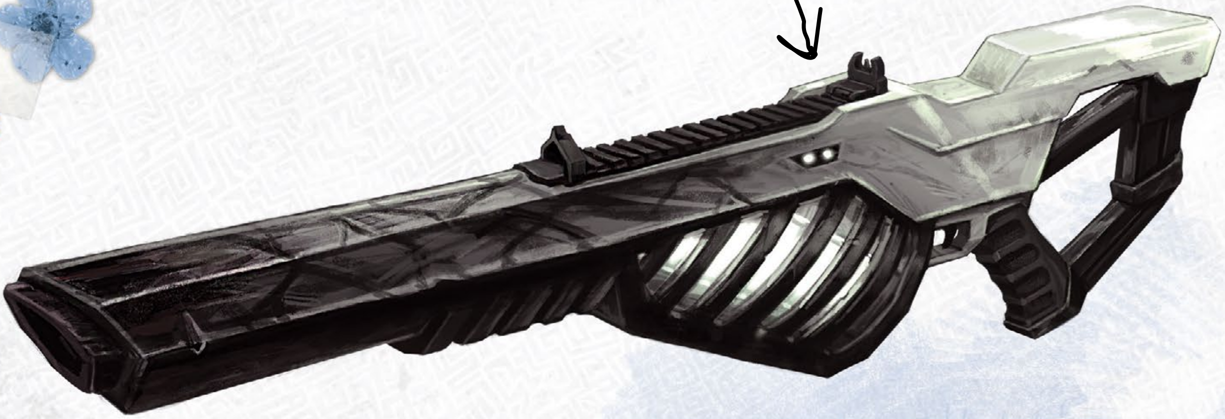
DARK MATTER BLASTER

The Dark Matter Blaster is somewhat misnamed, but the incorrect name has endured far longer than any accurate descriptions of the weapon. The specifics of the weapon's function are only vaguely known: a narrow stream of radiation and exotic subatomic particles is projected at the target, liberating molecular bonds and causing matter to simply fall apart. This makes it an extremely potent weapon against almost any target, able to cause massive damage to even heavily armored Wakers.

The profile for the Dark Matter Blaster can be found in the Military Weapons Table at the start of this section. A Dark Matter Blaster is a Powered weapon, which recharges after a Bed rest.

CATEGORY	TECH LEVEL	COIN	RARITY
Military	6	0	7

(Found Item)



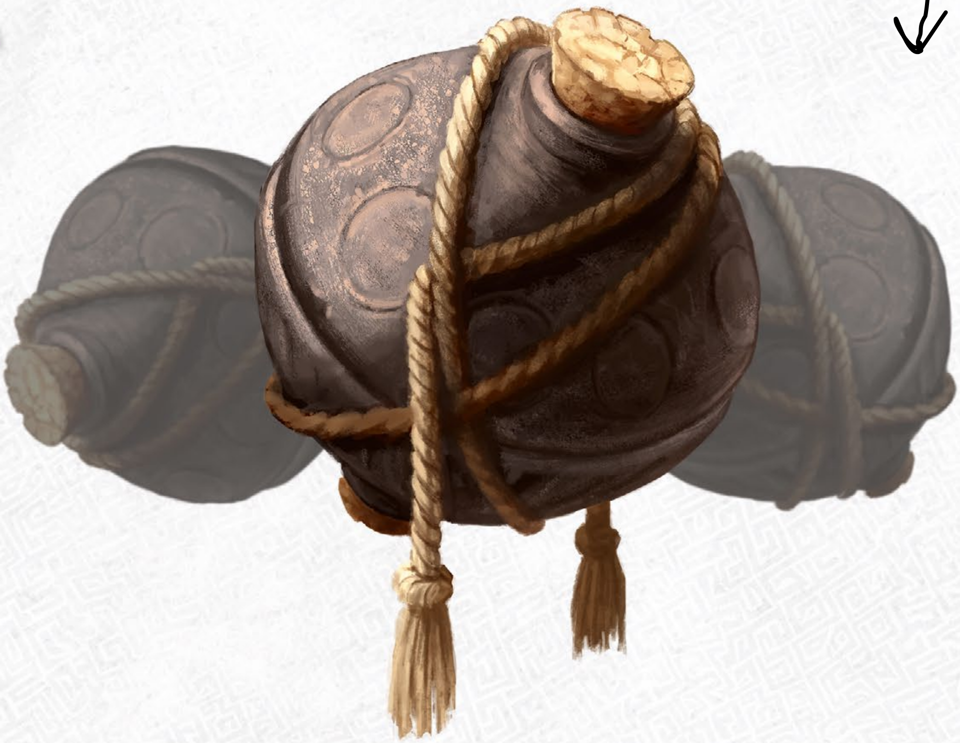
GLUE BOMBS

These ceramic shells contain a binary chemical – two safe substances designed to create a special effect when mixed – concocted by a handful of isolated Dreamer villages from rare ingredients. The recipe for this substance is carefully guarded. When the shell breaks and the chemical mixes, it produces an adhesive foam that expands and dries quickly. This can quickly trap unwary foes, but it can also be used to reinforce structures and seal barricades quickly during emergencies.

Each bomb can only be used once. The profile for a Glue Bomb can be found in the Hand Made Weapons table at the start of this section. They are normally produced in batches of three. When used, a Glue Bomb quickly expands to surround the target and hardens into a dense foam.

CATEGORY	TECH LEVEL	COIN	RARITY
Hand-Made	2	4	3

(for 3 bombs)



GRAVITY GRENADE

These grenades generate a gravitational field, creating a small zone where gravity is briefly many times its natural level. This effect is strong enough to pin affected enemies in place under their own magnified weight, but not so potent that the enemies are crushed.

Each grenade can only be used once. The profile for a Gravity Grenade can be found in the Military Weapons Table at the start of this section. An Atoma device produces these grenades in batches of three.

CATEGORY	TECH LEVEL	COIN	RARITY
Military	5	7	5

(for 3 grenades)

GRAVITY LANCE

This long spear-like device is designed to gather and direct gravitons. By bombarding a target with gravitons, the target feels the effects of a much higher gravity, increasing their weight enough to immobilize them without causing serious damage.

The profile for a Gravity Lance can be found in the Military Weapons Table at the start of this section. A Gravity Lance is a Powered weapon, which recharges after a Break rest.

CATEGORY	TECH LEVEL	COIN	RARITY
Military	5	7	5

GRAVITY MINE

These mines generate a gravitational field, creating a small zone where the gravity is briefly many times its natural level. This effect is strong enough to pin the affected enemies in place under their own magnified weight, but not so potent that the enemies are crushed. The mines are set to detonate when an enemy moves within a meter.

Each mine can only be used once. The profile for a Gravity Mine can be found in the Military Weapons Table at the start of this section. An Atoma device produces these grenades in batches of three.

CATEGORY	TECH LEVEL	COIN	RARITY
Military	5	7	5

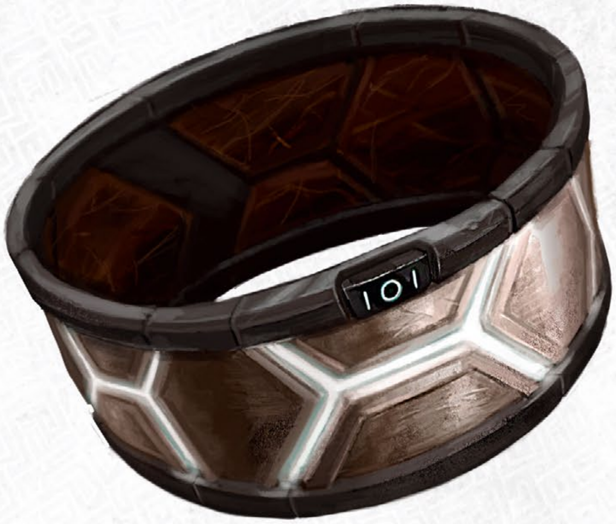
(for 3 mines)

NANOTANGLER

A mono-purpose nanogram swarm, normally contained within a cuff, wristband, watch, or piece of jewelry. At the command of its user, the swarm surrounds and entraps the target, containing them within a projected mass of force fields, holograms, and low-level shock fields.

The profile for a Nanotangler can be found in the Security Weapons Table at the start of this section. A Nanotangler is a Powered weapon, which recharges after a Break rest.

CATEGORY	TECH LEVEL	COIN	RARITY
Security	5	6	5



SEEKING GRENADE LAUNCHER

This bulky-looking rifle is designed to be loaded with grenades, allowing them to be fired further than they could normally be thrown. Beyond that, each grenade fired is fitted with micro-impellers and sensors that allow it to guide itself towards a target.

The profile for a Seeking Grenade Launcher can be found in the Military Weapons Table at the start of this section. When you make an attack with a Seeking Grenade Launcher, you may re-roll 1d20 without spending Spirit.

CATEGORY	TECH LEVEL	COIN	RARITY
Military	5	7	5

SINGULARITY GRENADE

These grenades generate an intense gravitational field, creating a tiny area of immense gravitational pull resembling a quantum singularity. A single grenade can wreak considerable damage, dragging enemies towards the center of the field and tearing them apart with gravitational forces in the moments before the field collapses.

Each grenade can only be used once. The profile for a Singularity Grenade can be found in the Military Weapons Table at the start of this section. An Atoma device produces these grenades in batches of three.

CATEGORY	TECH LEVEL	COIN	RARITY
Military	6	9	6

(for 3 grenades)

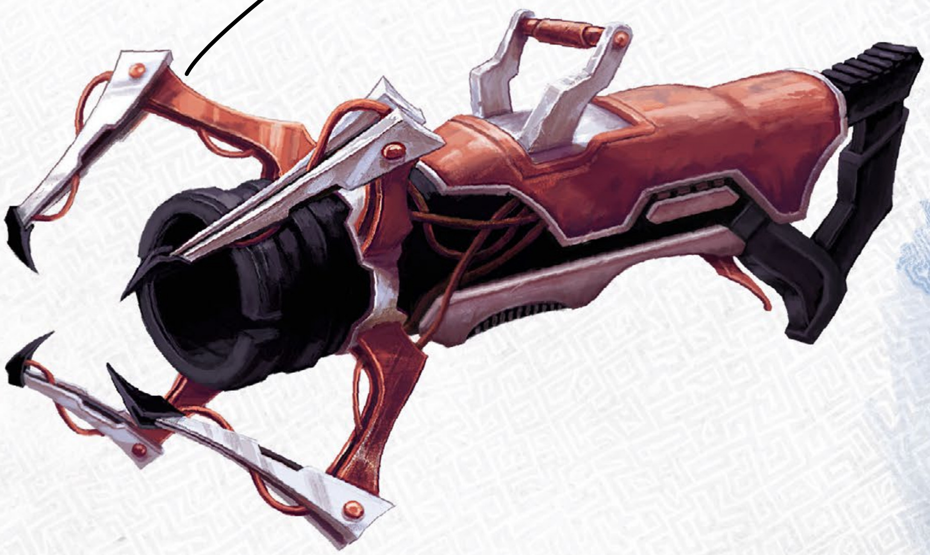
SINGULARITY PROJECTOR

Through intense bombardment of a target point with gravitons and exotic radiation, the singularity projector can project a small quantum singularity at any point within range. The maximum effective range is limited, as the precision needed to align the various particle streams has a smaller margin for error the more distant the target, but it can have a devastating impact on armored targets and groups of closely packed foes alike, as they are torn apart by intense gravitational effects.

The profile for the Singularity Projector can be found in the Military Weapons table at the start of this section. A Singularity Projector is a Powered Weapon, which recharges after a Bed rest.

CATEGORY	TECH LEVEL	COIN	RARITY
Military	6	0	7

(Found Item)



SLICK BOMBS

These ceramic shells contain a binary chemical – two safe substances designed to create a special effect when mixed – concocted by a handful of isolated Dreamer villages from rare ingredients. The recipe for this substance is carefully guarded. When the shell breaks and the chemical mixes, it produces a mist that quickly settles on the ground. Once settled, the substance is extremely low friction, making it difficult for almost anything to maintain a grip or even remain upright. The substance evaporates quickly, leaving no trace after a few minutes, but in the short term it can be an effective way to ease moving heavy loads or hinder rampaging Wakers. The slick normally lingers for several rounds, but conditions such as rain may wash it away faster, at the GM's discretion.

Each bomb can only be used once. The profile for a Slick Bomb can be found in the Hand Made Weapons table at the start of this section. They are normally produced in batches of three.

CATEGORY	TECH LEVEL	COIN	RARITY
Hand-Made	2	4	3

(for 3 bombs)

SLUMBER FOG BOMB

These ceramic shells contain a binary chemical – two safe substances designed to create a special effect when mixed – concocted by a handful of isolated Dreamer villages from rare ingredients. The recipe for this substance is carefully guarded. When the shell breaks and the chemical mixes, it produces a mist that, when inhaled, renders most mammals – and humans in particular – unconscious. The fog disperses quickly, leaving little trace of its presence beyond slumbering foes.

Each bomb can only be used once. The profile for a Slumber Fog Bomb can be found in the Hand Made Weapons table at the start of this section. They are normally produced in batches of three.

CATEGORY	TECH LEVEL	COIN	RARITY
Hand-Made	2	4	3

(for 3 bombs)

STATIC FOG BOMB

These ceramic shells contain a binary chemical – two safe substances designed to create a special effect when mixed – concocted by a handful of isolated Dreamer villages from rare ingredients. The recipe for this substance is carefully-guarded. When the shell breaks and the chemical mixes, it produces a mist filled with an electro-static charge, which is discharged into any object that passes through the mist. For the next round, any creature entering the area suffers the weapon's damage as the static electricity discharges into them.

Each bomb can only be used once. The profile for a Static Fog Bomb can be found in the Hand Made Weapons table at the start of this section. They are normally produced in batches of three.

CATEGORY	TECH LEVEL	COIN	RARITY
Hand-Made	2	4	3

(for 3 bombs)

ZZzZZZzzzzzZzZZZZz

ARMOR AND CLOTHING

Armor Qualities: Some types of armor may have other qualities. These will be described after all other details of the weapon, but they are mainly descriptive tags which serve as prompts for the GM or hooks for other mechanics. Common qualities include:

- **Bulky:** The armor is heavy and can impede your movement. The GM may spend 1 Threat to add +1 Difficulty when you make **Quickness** (**Move**) tests while wearing this armor.
- **Camo:** The armor is covered with a camouflage layer that helps the wearer avoid being noticed. When you spend Spirit to re-roll a d20 on a Skill Test using the Stealth skill, each point of Spirit spent allows you to re-roll two d20s instead of one.
- **Charge:** The armor is designed to batter through obstacles and foes alike. When you make a melee attack with this armor, if you moved before the attack, you may add 2 to Threat to have the attack inflict an additional Injury of the same type.
- **Handy:** The armor is covered in pockets, pouches, and attachment points for tools that make it especially useful. Your maximum Supply Points is increased by +2 while wearing this armor.
- **Interface:** The armor is designed to connect to other technology, specifically vehicles. When you spend Spirit to re-roll a d20 on a Skill Test using the Operate skill, each point of Spirit spent allows you to re-roll two d20s rather than one.
- **Mobile:** The armor is designed to allow for maximum mobility. When you spend Spirit to re-roll a d20 on a Skill Test using the Move skill, each point of Spirit spent allows you to re-roll two d20s rather than one.
- **Powered:** This functions like any other Powered item. When powered armor has been discharged, the armor gains the Bulky quality (above).
- **Scary:** The armor is powerful, overkill against any but the deadliest foes, and wearing it will affect how people react to you both in and out of combat.
- **Stealth:** The armor is coated in a metallic polymer, embedded with pigment-shifting nanoparticles, concealing the wearer's body heat and rendering them nearly invisible to both eyesight and active sensors. The suit adds +1 success to Skill Tests in a contest when the enemy is searching for them and allows the wearer to hide even without cover or concealment. This ability is only found on Powered armor, and the ability stops working when the item is discharged.

ARMOR AND CLOTHING TABLE

NAME	CATEGORY	TECH LEVEL	RARITY	COST	PROTECTION	PROTECTION (BREAKER)	QUALITIES
Camouflage Suit	Security	2	3	3	1	0	Camo
Juggernaut Armor	Military	5	6	7	7	4	Charge, Powered (Bed), Scary
Pilot Suit	Industrial	4	5	5	2	0	Interface, Handy
Rescue Gear	Industrial	4	4	5	3	0	Mobile, Powered (Break)
Scout Combat Armor	Military	3	4	5	3	2	Camo, Scary
Stealth Suit	Security	5	6	6	3	0	Stealth, Powered (Break)
Utility Suit	Industrial	2	2	2	1	0	Handy

CAMOUFLAGE SUIT

CATEGORY	TECH LEVEL	COIN	RARITY
Security	2	3	3

A lightweight suit of protective gear with a camouflage-patterned outer layer, designed to keep the wearer hidden from unfriendly eyes. The camouflage layer includes a collection of different-colored fabric strips meant to break up the wearer's appearance. Some of these strips absorb the wearer's body heat, making it harder for machines to track their thermal signature.

A Tech Level 2 camouflage suit is Armor which provides Protection of 1, which is ignored by attacks with the *Breaker* keyword. Unsurprisingly, a camouflage suit has the Camo quality.

I don't see it

JUGGERNAUT ARMOR

This is heavier and bulkier than comparable heavy combat armor, and fortified with dense plating, ablative panels, and self-repairing nanotech systems, allowing the wearer to fight toe-to-toe with mechs and Wakers. Its undersuit is linked to a set of servomotors that allow the wearer to move freely, and which can be switched into a higher gear allowing short bursts of intense speed when charging towards an enemy.

Juggernaut armor provides Protection of 7, which is halved to 4 by attacks with the *Breaker* keyword. The armor is a Powered item which recharges on a Bed rest, and it has the Charge and Scary qualities.

CATEGORY	TECH LEVEL	COIN	RARITY
Military	5	0	6

(Found Item)

PILOT SUIT

A pilot suit is a reinforced bodysuit laced with sensors and interface links, designed to allow a pilot to operate their vehicle more efficiently.

A pilot suit is Armor which provides Protection of 2 which is ignored by attacks with the *Breaker* keyword. A pilot suit has the Interface and Handy qualities.

CATEGORY	TECH LEVEL	COIN	RARITY
Commercial	4	5	5

RESCUE GEAR

A heavy-duty exoskeleton designed for first responders and other emergency services personnel, intended to protect them from harm and enhance their mobility and strength in crisis situations.

Rescue gear is Armor which provides Protection of 3 which is ignored by attacks with the *Breaker* keyword. Rescue gear is Powered and recharges after a Break rest, and it is Mobile. If the rescue gear is discharged, then it loses the Mobile quality as well.

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	4	5	4

SCOUT COMBAT ARMOR

A lightweight form of combat armor designed for scout units, snipers, and other stealth units. The armored plates and insulated bodysuit are fewer and lighter than those found on normal combat armor, and they are covered by a camouflage layer designed to hide the wearer from visual and thermal scans.

Scout Combat Armor is Armor which provides Protection of 3, which is reduced to 2 by attacks with the *Breaker* keyword. Scout Combat Armor has the Camo and Scary qualities.

CATEGORY	TECH LEVEL	COIN	RARITY
Military	3	5	4

STEALTH SUIT

A more advanced form of camouflage suit, this suit replaces simple camouflage patterns with advanced adaptive stealth technology, similar to that found in covert cloaks. When active, the surface shifts colors to blend in with the surroundings, absorbs the wearer's body heat, and diffuses and refracts active sensors.

A Stealth Suit is Armor which provides Protection of 3, which is ignored by attacks with the *Breaker* keyword. A Stealth Suit is a Powered item, which recharges on a Break rest, and which has the Stealth quality.

CATEGORY	TECH LEVEL	COIN	RARITY
Security	5	0	6

(Found Item)

UTILITY SUIT

These durable suits are intended to be useful to technicians and others who rely on a wide array of tools.

A Utility Suit is Armor which provides Protection of 1, which is ignored by attacks with the *Breaker* keyword. A Utility Suit has the Handy keyword.

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	2	2	2

RIGS AND ARMOR ATTACHMENTS

BOOST RIG

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	5	6	6

A collection of kinetic pulse boosters designed to be mounted onto a suit of armor. These provide the wearer with considerable mobility on the battlefield, by allowing them to make assisted jumps over and around obstacles.

A character wearing a boost rig can move two additional zones rather than one when spending momentum. Further, you reduce the Momentum cost or difficulty of obstacles and difficult terrain by 1, to a minimum of 0. Out of combat, the rig allows the wearer to make a jump of several times their height in any direction, and even to allow the character to drop considerable distances safely.

A boost rig is a Powered item, which recharges after a Breather rest. This is a separate power supply from any found in the armor.

HAZARD RIG

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	2 or 3	4	5

This is a collection of protective layers and environmental seals designed to be fitted into a suit of armor, to protect the wearer from dangerous environmental conditions such as exposure to biological and chemical hazards and radiation. It incorporates a hood and respirator, filtering the air the wearer breathes. The Tech Level 3 version has a powered air filter unit, making it more comfortable to wear for longer periods.

A hazard rig reduces the difficulty of any Skill Tests to resist environmental hazards by 2, to a minimum of 0. Further, the armor provides +2 Protection against any Injuries inflicted by environmental hazards.

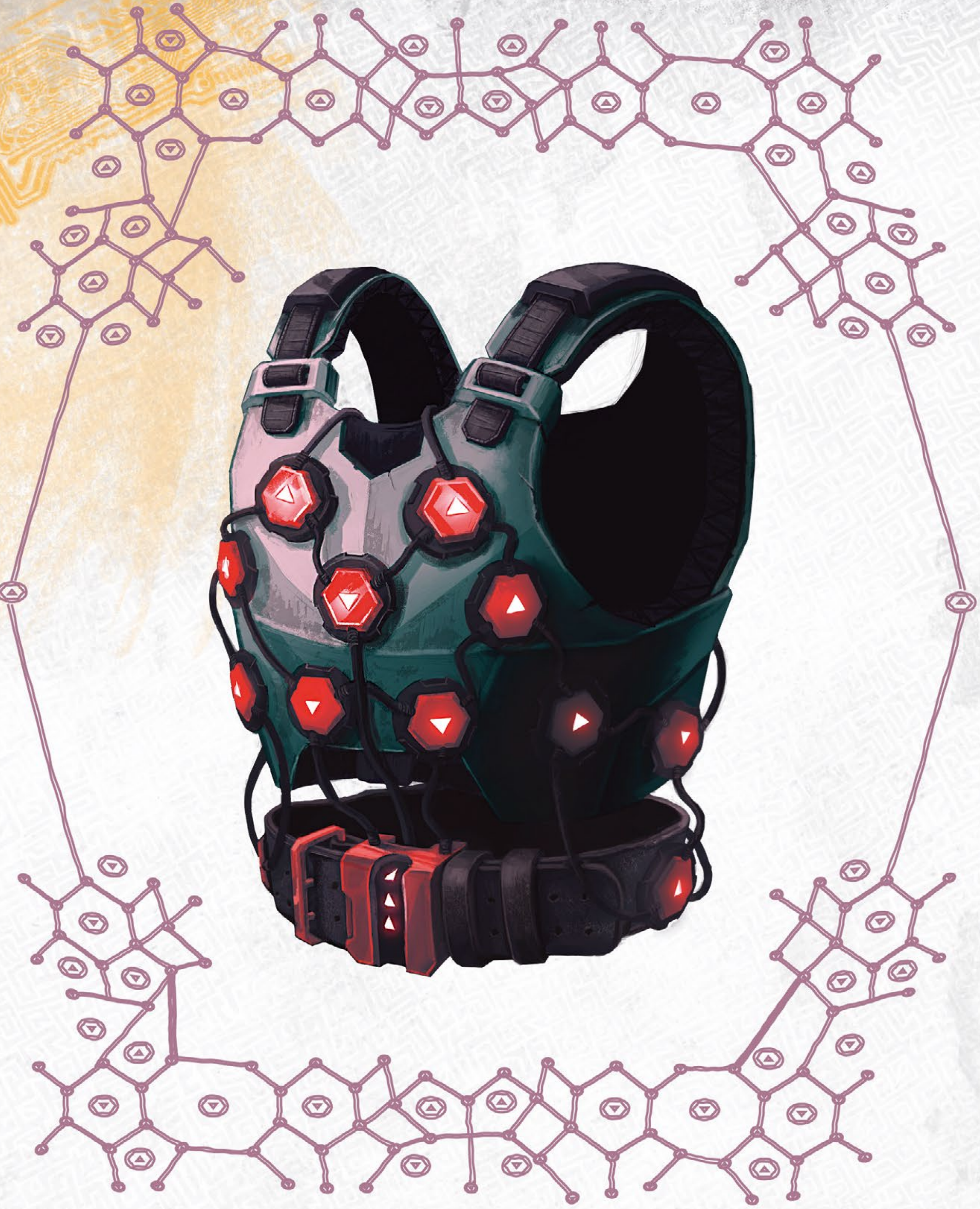
NANO-PAVISE

CATEGORY	TECH LEVEL	COIN	RARITY
Military	6	0	7

(Found Item)

A nanogram swarm, normally installed into an armored vambrace or gauntlet, which is pre-programmed to take the form of a shield or barricade.

You may use a nano-*pavise* instead of moving on your turn. When activated, the nanogram swarm takes one of two forms: a shield, or a barricade. As a shield, the Difficulty of any attack against you increases by +1 until the start of your next turn; you also add +1 to the protection of the armor you're wearing. As a barricade, the nano-*pavise* remains in place, and any character may use it as cover until you choose to recall it (which you can do freely at any time).



SPIDER RIG

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	5	6	6

A collection of micro-gravity generators and control circuits designed to be mounted on a suit of armor. When used properly, this system, dubbed a "spider rig" by users, allows the wearer to scale sheer surfaces and climb through rubble and cliffs, using gravitational attraction to secure the wearer in the absence of any handholds. For obvious reasons, they function better when worn with lighter armor.

A spider rig reduces the Difficulty of any of the wearer's Move Skill Tests to climb by 2 and allows them to attempt to climb surfaces that could not normally be climbed. A spider rig is a Powered item, which recharges on a Breather rest. However, if worn with armor which has the Bulky quality, the extra power drain means the item recharges on a Break rest instead.

TOOLS

TOOLS TABLE

ITEM	CATEGORY	TECH LEVEL	COST	RARITY
Arc Cutter	Industrial	3	4	4
Environment Projector	Commercial	5	6	6
Generator, Fusion	Industrial	4	6	6
Generator, Kinetic	Industrial	5	7	7
Generator, Zero Point	Industrial	6	8	8
Grappler Kit	Commercial	5	5	5
Grav-Litter	Commercial	5	5	5
Kinesis Glove	Industrial	5	6	6
Kinesis Wand	Industrial	5	6	6
Mech Spinner	Home-Made	4	5	5
Mech Stump	Home-Made	4	5	5
Nanobarricade	Security	5	6	5
Nanofield Assembler	Industrial	6	6	6
Nanogram Relay	Industrial	5	5	5
Nanotent	Commercial	5	5	5
Personal Grav Lifter	Industrial	5	6	6
Respirator	Industrial	2, 3, or 4	2, 3, or 4	2
Rip Key	Security	5	6	6

new tools to keep Abe happy

ARC CUTTER

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	3	4	4

Based on an earlier form of arc technology, this device uses intense electrical discharges to melt and cut through solid objects. An Arc Cutter is too cumbersome to be used as a weapon, needs to be held steady, and has only an effective range of a few centimeters.

An Arc Cutter can be used to cut through solid objects, including thick metal. This may require an Operate skill test, with a Difficulty set by the GM depending on how dense the material is, and any other conditions that may make the task more challenging.

ENVIRONMENT PROJECTOR

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	5	6	6

A compact version of the climate zones used in the resort complexes before the war, this device projects a low intensity forcefield, and then adjusts the environment within it to meet specific criteria. These smaller versions do not have as significant an effect as the larger ones, but they can still ward off rain, reduce wind speeds within the dome, and keep temperatures within a reasonably comfortable range.

When active, this allows characters to survive comfortably in harsh environments, by keeping the environment outside the forcefield, and making the inside more livable. An Environment Projector is a Powered item but does not require Skill Tests to operate. Instead, the device can remain active for a day on its own power supply before it needs to be recharged. It can recharge (requiring a Bed Rest), or be run indefinitely, from a generator.

GENERATOR, FUSION

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	4	6	6

Using little more than water, this bulky device generates considerable amounts of power, with heat and helium as the only real byproducts.

A Fusion Generator can provide a constant source of power as long as it has a water supply. It functions as an Inductive Charger for any item of Tech Level 4 or lower and can provide a constant power supply for any Tech Level 4 items which require such a supply. It can supply power to items of higher Tech Level that need constant supply, but only enough for those items to be used every other turn.

An active Fusion Generator adds 2 Threat at the end of each scene it was active, as its thermal signature is easy for machines to detect. A generator is too heavy to be carried around easily and needs to be stationary to be active.

GENERATOR, KINETIC

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	5	0	7

(Found Item)

Using an advanced form of the technology used in kinetic batteries, a Kinetic Generator draws a constant charge from the motion of the planet.

A Kinetic Generator can provide a constant source of power. It functions as an Inductive Charger for any item of Tech Level 5 or lower and can provide a constant power supply for any Tech Level 5 items which require such a supply. It can supply power to items of higher Tech Level that need constant supply, but only enough for those items to be used every other turn.

An active Kinetic Generator adds 3 Threat at the end of each scene it was active, as its electromagnetic signature is easy for machines to detect. A generator is too heavy to be carried around easily and needs to be stationary to be active.

GENERATOR, ZERO-POINT

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	6	0	8

(Found Item)

This almost-mythical technology seems to draw limitless power from somewhere. Legends say that it taps into the background radiation of the universe, or some extra dimensional source, but none are certain of the truth.

A Zero-Point Generator can provide a constant source of power. It functions as an Inductive Charger for any item of Tech Level 5 or lower and can provide a constant power supply for any Tech Level 6 items which require such a supply. It can supply power to items of higher Tech Level that need constant supply, but only enough for those items to be used every other turn.

An active Zero-Point Generator adds 4 Threat at the end of each scene it was active, as its electromagnetic signature is easy for machines to detect. A generator is too heavy to be carried around easily and needs to be stationary to be active.

GRAPPLER KIT

CATEGORY	TECH LEVEL	COIN	RARITY
Commercial	5	5	5

An upgraded form of climbing equipment, these tools include a grappling gun which, in place of a hook, has a compact graviton emitter that can affix itself to any surface. Other tools are similarly upgraded with high-tech counterparts.

These reduce the Difficulty of all **Might (Move)** tests to climb by 1 and allow a character to attempt a Skill Test to climb surfaces that might not be possible to climb otherwise. A Grappler Kit is Powered, and recharges after a Break rest.

GRAV-LITTER

CATEGORY	TECH LEVEL	COIN	RARITY
Commercial	5	5	5

A platform large enough to carry an unconscious or injured person, fitted with grav-suspensors to allow it to be moved around easily and smoothly. They were once a common sight in ambulances and hospitals, but they can just as easily be loaded with supplies or other items.

Grav-Litters are Powered items, and recharge after a Breather rest, but there are few situations where you're likely to need to make a Skill Test to use one.

KINESIS GLOVE

CATEGORY	TECH LEVEL	COIN	RARITY
Commercial	5	6	6

This unassuming-seeming glove contains a network of graviton generators. These are relatively low-powered and cannot manipulate an object heavier than a person could lift with one hand, but the form of a glove allows the user to manipulate objects with the same finesse as if they were holding the object themselves. The glove even provides tactile feedback, allowing the user to feel what they're touching.

A character wearing a Kinesis Glove can manipulate an object as if they were holding it with one hand, from a distance of up to about 10 meters (an adjacent zone). A Kinesis Glove is a Powered item, which recharges after a Break rest. A Kinesis Glove and Kinesis Wand can be used in combination, gaining both the lifting capacity of the wand and the fine control of the glove.

KINESIS WAND

CATEGORY	TECH LEVEL	COIN	RARITY
Commercial	5	6	6

A similar technology to a Kinesis Glove, but in the form of a meter-long rod or wand. The wand can exert significantly more force than the Kinesis Glove but lacks the same finesse and fine control.

A character wielding a Kinesis Wand can manipulate an object as if they were lifting it with both hands, from a distance of up to about 10 meters (an adjacent zone). A Kinesis Wand is a Powered item, which recharges after a Break rest. A Kinesis Glove and Kinesis Wand can be used in combination, gaining both the lifting capacity of the wand and the fine control of the glove.

MECH-SPINNER

CATEGORY	TECH LEVEL	COIN	RARITY
Home-Made	4	0	5

(Found Item)

Bizarre devices that are becoming more and more common, Mech-Spinners are a serious concern for those who have heard of them. Each Mech-Spinner is a hand-made assortment of circuitry and scavenged technology. When affixed to a dormant mech it can mimic the signals which awaken those mechs and turn into rampaging Wakers.

The technology isn't particularly reliable, and only functions with an **Insight (Operate)** Test at Difficulty 5, typically after climbing a mech to find the appropriate access port. If successful, the mech is awakened. A Mech-Spinner is a Powered item, but their construction means that they do not recharge.

MECH STUMP

CATEGORY	TECH LEVEL	COIN	RARITY
Home-Made	4	0	5

(Found Item)

A similar device to a Mech-Spinner, at least to the untrained eye, a Mech-Stump is somewhat simpler in design and function. Rather than producing the complex signals needed to awaken a dormant mech, a Mech-Stump bombards a mech's systems with contradictory signals, seeking to overwhelm and overload the mech's systems.

The technology isn't particularly reliable, and only functions with an **Insight (Operate)** Test at Difficulty 3, typically after climbing a mech to find the appropriate access port. If successful, one of the mech's systems (such as a weapon) is shut down – this system is chosen at random. A Mech-Stump is a Powered item, but their construction means that they do not recharge.

NANOBARRICADE

CATEGORY	TECH LEVEL	COIN	RARITY
Security	5	6	5

A pre-programmed nanogram swarm held in a slender canister, which serves as the charging station and control unit for the swarm. The canister can easily be held in one hand, and a spike can be extended from the base, allowing it to be planted into the ground. When activated, the swarm within constructs a series of barriers and fortifications to block enemy movement and shield allies from enemy fire.

When activated, the Nanobarricade projects several hologram and forcefield walls within the same zone as the base cylinder. Each barrier is 2-4 meters long, and 1-2 meters tall, and up to six barriers can be made. The Nanobarricade is a Powered item, but no Skill Tests are associated with its use; instead, it is discharged at the end of any scene it was activated in and requires a Break rest to recharge.

NANOFIELD ASSEMBLER

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	6	0	6

(Found Item)

A pre-programmed nanogram swarm held in a slender canister, which serves as the charging station and control unit for the swarm. The canister can easily be held in one hand. When activated, the swarm within constructs simple structures – walls, floors, ceilings, ramps, staircases, scaffolding, and so forth – in an area nearby.

When activated, the Nanofield Assembler projects hologram and forcefield structures within the same zone as the base cylinder; there is no hard upper limit to how many structures can be projected, but the structures will be sturdier the fewer of them there are. A Skill Test, normally **Insight (Operate)**, is needed to build more complex collections of structures. The Nanofield Assembler is a Powered item and requires a Break rest to recharge. If not discharged to boost a Skill Test, it is discharged at the end of any scene it was activated in.

NANOGRAM RELAY

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	5	5	5

A nanogram swarm held in a compact canister. This is a compact form of the projector systems used in large Genius nanograms. This swarm has no base programming, but rather, is designed to link to another nanogram container and follow that programming, extending the reach and scale of a swarm and the projection it creates.

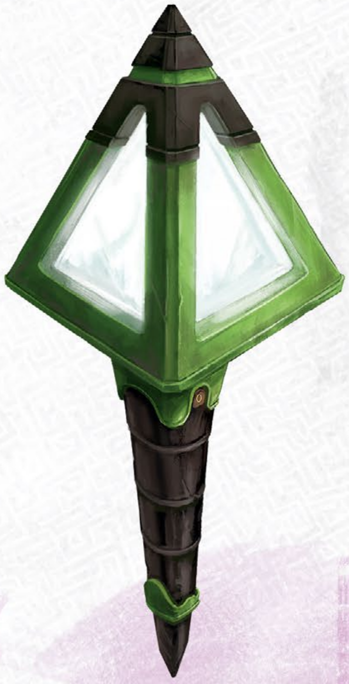
A Nanogram Relay can be linked to any one other nanogram device. When activated, and if the other device is within range (any adjacent zone), the relay will carry out whatever programming the other device has, but at an extended range. If it is in the same zone as the original device, it will allow that device to create larger, more durable constructs. The Nanogram Relay is a Powered item and requires a Break rest to recharge.

NANOTENT

CATEGORY	TECH LEVEL	COIN	RARITY
Commercial	5	5	5

A pre-programmed nanogram swarm held in a slender canister, which serves as the charging station and control unit for the swarm. The canister can easily be held in one hand, and a spike can be extended from the base, allowing it to be planted into the ground. When activated, the swarm within constructs a small shelter, large enough for up to six people to comfortably sleep within. The Nanotent uses the same technology as an environment projector, on a smaller scale, keeping the interior at a comfortable temperature.

When activated, the Nanotent projects the shelter around the base canister. The barrier blocks line of sight and can repel rain, dust, sand, light debris, and moderate wind, but it isn't strong enough to repel attacks. Any user inside can make a section of the shelter transparent on command, creating a window to view the outside world. The Nanotent is a Powered item, but no Skill Tests are associated with its use; instead, it is discharged after 8 hours of use (enough for a Bed rest), and it requires a Break rest to recharge.



I hope it doesn't shrink on me

PERSONAL GRAV LIFTER

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	5	6	6

This broad platform – a disc about two meters across, with a handrail about waist-high – is fitted with numerous anti-grav suspensors, allowing the platform to float above the ground. The suspensors allow fine control of the platform's movements, and enough redundancy in case individual suspensors fail. The platforms have limited range and speed and are more useful for reaching a higher vantage than for travel.

When activated, the Grav Lifter can be directed to move in any direction. It cannot move quickly – the top speed is slightly slower than walking pace – but can reach an altitude of about 20 meters above the ground. The Grav Lifter is a Powered item and requires a Break rest to recharge, though there are few situations where the battery will be discharged all in one go.

RESPIRATOR

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	2	2	2

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	3	3	2

CATEGORY	TECH LEVEL	COIN	RARITY
Industrial	4	4	2

A sealed mask or hood which only allows air intake through a filter or from a contained air source. More sophisticated versions have more refined filters, electrical air pumps, more compact air supplies, or other advancements.

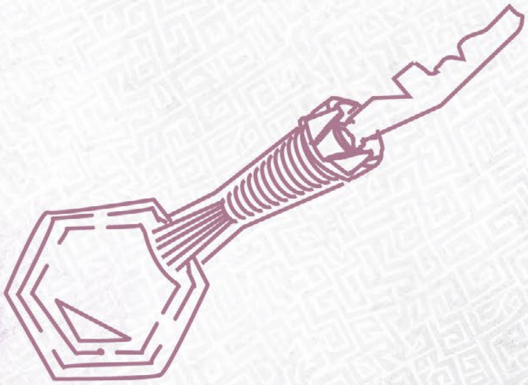
Respirators don't typically require a Skill Test to use but can be beneficial to Skill Tests made to resist toxic or contaminated atmospheres. A Tech Level 2 Respirator remains functional for an hour before the filter needs to be changed or the air supply needs to be replaced. A Tech Level 3 Respirator is a Powered item, which recharges after a Bed rest, but which still needs a new filter or air supply after eight hours of use. A Tech Level 4 Respirator automatically restores its filters or generates its own supply of air and is a Powered item which recharges after a Break rest.

RIP KEY

CATEGORY	TECH LEVEL	COIN	RARITY
Security	5	6	6

An advanced and compact form of bypass kit, a Rip Key combines numerous tools into a single device, which can override essentially any form of electronic security, barring anything governed by its own AI.

A Rip Key allows a character to attempt a Skill Test to unlock a locked door or disable a security system, and reduces the Difficulty of that Test by 1, to a minimum of 0. A Rip Key is a Powered item, which requires a Bed rest to recharge.



VEHICLES

VEHICLE QUALITIES

- **Cumbersome:** The vehicle is bulky and unresponsive and increases the Difficulty of Skill Tests to move by +1.
- **High-Performance:** The vehicle is powerful and finely tuned. The pilot may spend 2 Momentum after a successful Skill Test to increase its Speed by +1. Any test to repair the vehicle increases in Difficulty by +1, due to its finely tuned nature.
- **Hover:** The vehicle does not touch the surface it travels over, and instead hovers a short height above, suspending itself via magnetic repulsion, gravitic inversion, or some other mechanism. The vehicle ignores all difficult terrain not caused by obstacles and can move freely over both land and water.
- **Resilient X:** The vehicle is especially difficult to damage. The vehicle has an extra pool of points which may be spent as Spirit (or Threat) to avoid Injuries.
- **Road Speed:** The vehicle's Speed is increased by +1 as long as the entire move is on a road.
- **Rugged:** Operate tests to repair Rugged vehicles are reduced in Difficulty by 1.
- **Single-Seat:** A single-seat vehicle is designed to be operated by a single pilot who also assumes the role of a gunner without the normal penalty.
- **Tough X:** The vehicle can take more punishment than most. The number of Injuries the vehicle can withstand before being Defeated is increased by X.

CARGO SLED

A simple platform on smooth runners, designed to be easily dragged behind a work animal such as a horse, or behind a simple motor cart.

CARGO SLED

TECH LEVEL	1
COIN	6
RARITY	1
SCALE	1
TRUTHS	Simple Sled
PROTECTION	1 (0)
COVER	Exposed
SPEED	1
PASSENGERS	0

EXPEDITIONARY VEHICLE

Expeditionary Vehicles are equipped for long-term excursions into unknown territory. They are essentially heavily armored mobile homes. The vehicle incorporates an additional workspace, which can be set up as a laboratory, research area, or strategy center.

EXPEDITIONARY VEHICLE

TECH LEVEL	3
COIN	22
RARITY	5
SCALE	4
TRUTHS	Heavy Expedition Vehicle
PROTECTION	6 (3)
COVER	Concealed 3
SPEED	2
PASSENGERS	8
QUALITIES	Resilient 8, Rugged

FAMILY BARGE

Large Rivers families often travel together on a single barge, with several generations providing the crew.

FAMILY BARGE

TECH LEVEL	2
COIN	15
RARITY	4
SCALE	4
TRUTHS	Large Riverboat
PROTECTION	5 (3)
COVER	Covered 3
SPEED	2
PASSENGERS	8
QUALITIES	Cumbersome, Resilient 6, Rugged, Tough 1

GRAV-SLED

TECH LEVEL	COIN	RARITY
5	11	4
TRUTHS		SCALE
High-tech Grav-Sled		1

PROTECTION	COVER	SPEED	PASSENGERS
1 (0)	Exposed 1	1	0

QUALITIES
High-Performance

HEX APC

TECH LEVEL	COIN	RARITY
4	9	4
TRUTHS		SCALE
Heavily armored Personnel Carrier		3

PROTECTION	COVER	SPEED	PASSENGERS
8 (4)	Enclosed	3	12

QUALITIES
Resilient 6, Tough 1

WEAPONS
Heavy Plasma Repeater
Ranged, *Plasma Burn* [x2] 4.
Burst, Breaker, Powered (Bed), Scary

RECREATIONAL VEHICLE

TECH LEVEL	COIN	RARITY
3	15	4
TRUTHS		SCALE
Recreational Vehicle		3

PROTECTION	COVER	SPEED	PASSENGERS
2 (1)	Concealed 2	2	6

QUALITIES
Resilient 4, Rugged

GRAV-SLED

Though superficially similar to an ordinary Cargo Sled, a Grav-Sled doesn't slide along the ground, but instead floats slightly above it. They can move along under their own power, and can be easily moved by human effort, but are still faster when drawn behind something more powerful.

HEX APC

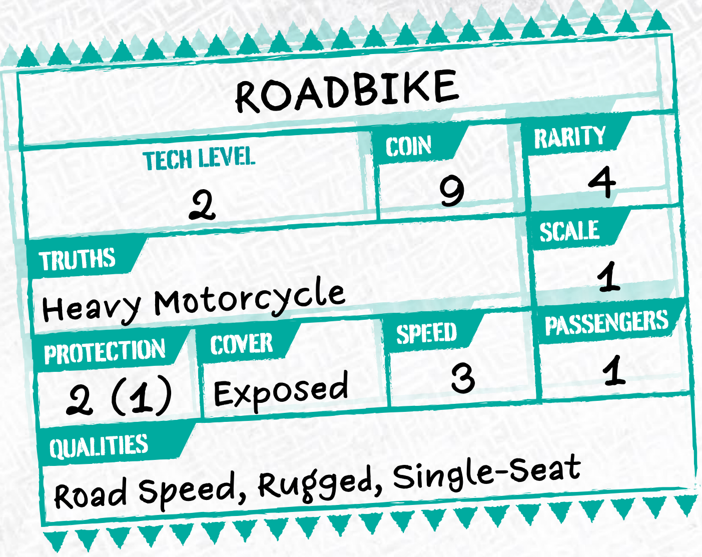
Bulky, heavily armored, and designed to ferry a squad of soldiers to and from combat, these armored personnel carriers were commonplace during the war. Many models tend to carry a weapon to provide fire support to the squad it accompanies.

RECREATIONAL VEHICLE

These bulky vehicles are designed for long trips, with space for several passengers to sleep, and a space to cook and eat. These vehicles are sometimes called mobile homes, or motorhomes.

ROADBIKE

A high-powered, heavy-duty motorcycle designed for traveling long distances along roads and highways. It is less effective when traveling off-road.

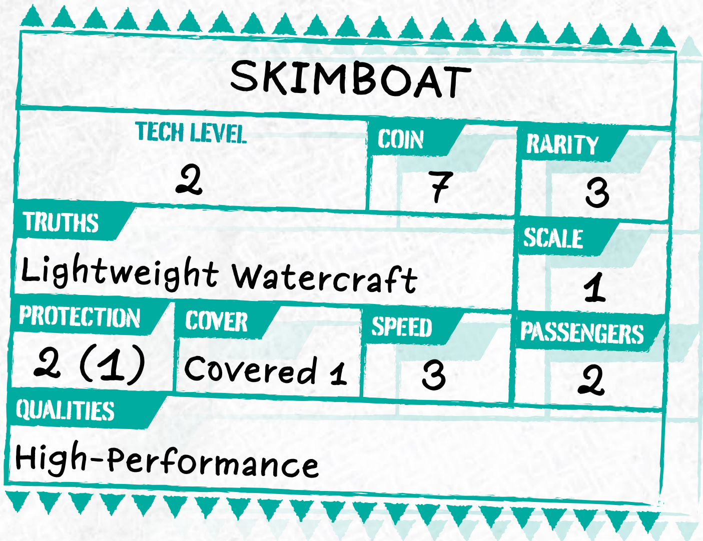


ROADBIKE

TECH LEVEL	2
COIN	9
RARITY	4
TRUTHS	Heavy Motorcycle
SCALE	1
PROTECTION	2 (1)
COVER	Exposed
SPEED	3
PASSENGERS	1
QUALITIES	Road Speed, Rugged, Single-Seat

SKIMBOAT

A lightweight river-skimmer, often the first craft by Rivers setting out on their own, or those who need to travel the waterways quickly. They're also commonly used by couriers and other lone travelers.

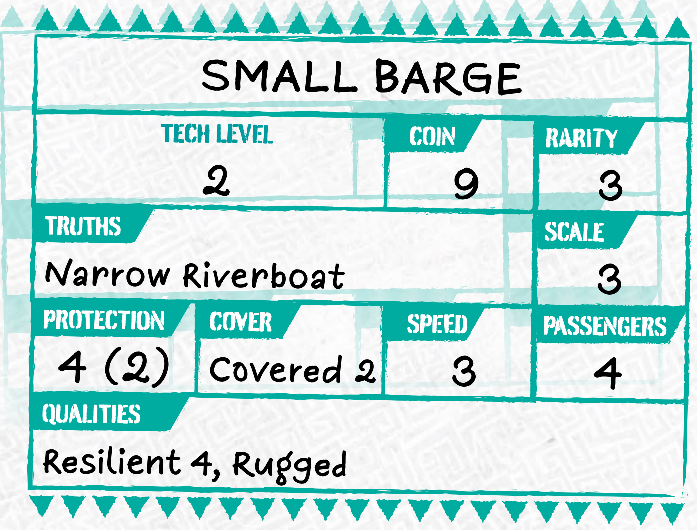


SKIMBOAT

TECH LEVEL	2
COIN	7
RARITY	3
TRUTHS	Lightweight Watercraft
SCALE	1
PROTECTION	2 (1)
COVER	Covered 1
SPEED	3
PASSENGERS	2
QUALITIES	High-Performance

SMALL BARGE

Narrow river-barges are commonly the homes of small River families, and lone traders traveling the waterways.



SMALL BARGE

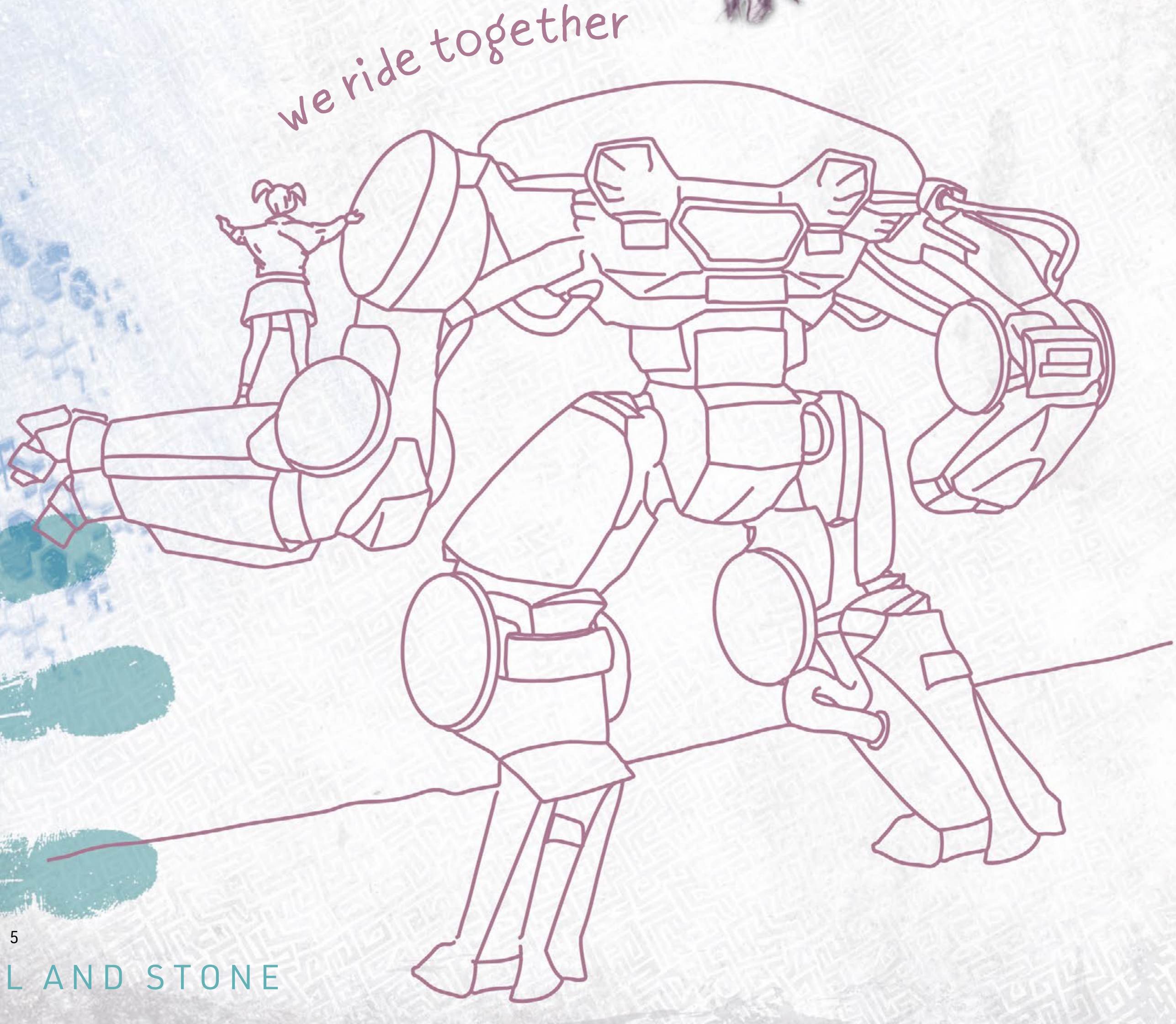
TECH LEVEL	2
COIN	9
RARITY	3
TRUTHS	Narrow Riverboat
SCALE	3
PROTECTION	4 (2)
COVER	Covered 2
SPEED	3
PASSENGERS	4
QUALITIES	Resilient 4, Rugged

TRIKE

TECH LEVEL	2
COIN	10
RARITY	4
TRUTHS	Heavy Motor-Trike
SCALE	1
PROTECTION	2 (1)
COVER	Exposed
SPEED	3
PASSENGERS	2
QUALITIES	Resilient 2, Rugged, Single-Seat

TRIKE

A tough, heavy-duty three-wheeled vehicle designed for traveling both on- and off-road.



CHAPTER 6

URBAN HEXPLORATION

It's that way right?

URBAN MAP EXPLORATION AND HEXCRAWLS

Going forth into the wilderness is what the adventurers of ***Dreams and Machines*** do. The vast reaches of untamed land open before them, and they seek to discover what resources they have to offer.

This section offers a full city-based alteration to the core hexploration rules presented in the ***Dreams and Machines Gamemaster's Toolkit***, and you do not need that product to take advantage of these rules.

READY
STEADY
GO

THE MAP

Hex-crawl campaigns are defined by a map. Adventures occur as characters travel around the region the map represents, discovering new and interesting things in each new location they visit. These maps are typically divided up into a grid of hexagonal spaces — hexes — all the same size.

WHY HEXES?

When mapping an unknown area and tracking movement and distances, hexes have a major advantage over squares: the distance between the center of each pair of adjacent hexes is the same. By comparison, in a square grid map, the distance from the center of each square to the centers of the four squares it shares a corner with is greater than the distance to the centers of the four squares it shares an edge with. The other advantage is the fact that neighboring cells always share edges; there are no two cells with contact at only one point.

A **hex-crawl** is named such because the characters can only cross a small number of hexes at a time: travel is careful and measured. Wilderness hex-crawls allow only 2-3 hexes of travel per day, and while urban hex-crawls cover smaller distances and smaller timescales, they are no less careful. A hex-crawl campaign can proceed in one of two ways. The first utilizes a premade map. The player characters can choose the hex they want to visit next, based on what they need or where they think the most profitable adventure might be found. If they are low on water, then visiting a hex with a water source is probably a smart move, for example.

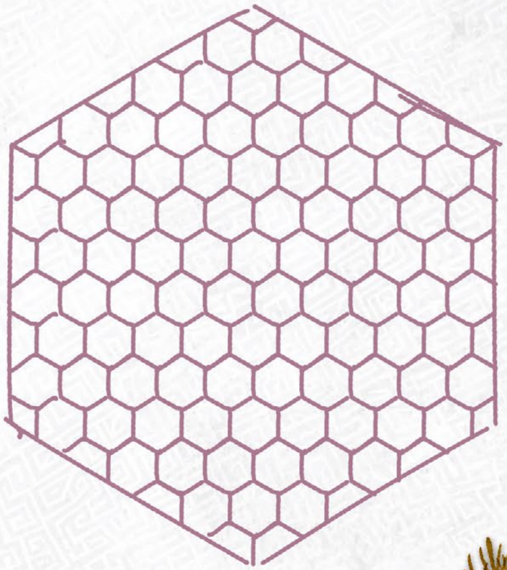
In such a hex-crawl, the anticipation lies in the events that occur when the player characters visit a hex. What encounters occur in the next abandoned tower block? What lurks in the Old-World warehouse complex that shows signs of recent abandonment? The issue with such a form of hex-crawl lies in the fact that the players know where they are going. Their characters might not, but a degree of the tension, or of the thrill of discovery, is lost (as is, to an extent, the risk of getting lost).

The second kind of hex-crawl presents the player characters with an entirely blank map. Each hex contains a randomly generated terrain feature, such as an abandoned factory, a residential complex, or an ancient spaceport. This variety of hex-crawl has the advantage of keeping the player characters guessing, and it is ideal for venturing into unexplored regions and places unknown. It has the disadvantage of keeping the gamemaster guessing, too, never quite sure what the next session of play might contain, where it may go, or what it may result in.

A compromise between these two extremes is possible, with the gamemaster plotting out a hex-crawl map that the player characters lack access to, meaning they must scout out the ground ahead of them effectively, use their wits and their wiles to find out what confronts them in the next hex, and track down resources they can usefully exploit. This is the push-and-pull dynamic of hex-crawls for the PCs. Whenever they pass into a new hex, they face new danger. At the same time, they cannot expand their influence over an area without being prepared to explore, find new resources, and bring them back to camp.

TRAVELING BETWEEN HEXES

While hexes in the wilderness (described in the ***Gamemaster's Toolkit***) are 10 kilometers across, an urban hex is a kilometer across. Dense urban environments allow for much less visibility from one hex to the next and tend to contain much more to discover within a smaller space. A large 10km hex can contain many smaller 1km hexes, as shown in the diagram below:



This allows the GM to zoom in from the larger wilderness hexes to the smaller, more detailed urban hexes when the player characters reach the ruins of ancient cities.

TRAVEL SPEED

Along a road, a healthy person walking quickly can cross a kilometer in about ten minutes.

In practice, the number of hexes the group crosses in a day varies based on several factors: traveling as fast as possible may mean the PCs wear themselves out or fail to notice important details such as resources or threats, while a careful and cautious pace means that it takes them a long time to get anywhere.

In reasonably clear terrain — roads, parks, plazas — a character can cross about 80 meters per minute, depending on their Move skill (see the *Normal Travel Speeds* table), and they can comfortably walk for a number of hours each day equal to half their Might (rounding up). These are approximate values, but they serve as a useful baseline for how far and how fast characters can travel outside of combat.

NORMAL TRAVEL SPEEDS

MOVE	KILOMETERS PER HOUR	METERS PER MINUTE
1	4	65
2–3	5	80
4–5	6	100
6	7	115

Characters can move more quickly than this for short periods of time, perhaps if they're in danger or trying to reach somewhere in a hurry. This faster pace is twice their normal speed, but they can only maintain that for an hour without wearing themselves out: each additional hour on any given day in which they move at this hurried pace costs 1 Spirit.

Similarly, characters can push themselves to travel for longer, but each extra hour they walk in any given day costs 1 Spirit.

TERRAIN CATEGORIES

The world is not a flat, featureless plain. Where characters are traveling is just as important as how fast and how long they do so. Broadly, there are three categories of terrain that PCs are likely to encounter: open, rough, and hard.

- **Open terrain** is clearer and easier to travel than most. Roads and commonly trod paths are the best examples of it, along with cleared and settled areas. Characters and vehicles can travel at one and a half times their normal speed in open terrain. Water is open terrain so long as they are traveling in the same direction as the flow of the water.
- **Rough terrain** is difficult going, with many obstacles to cross or bypass. Characters travel at three-quarters their normal speed in rough terrain.
- **Hard terrain** is extremely difficult to traverse, often involving shifting or unstable ground, steep slopes, dense mazes of obstacles, or a combination of these. Characters travel at half their normal speed in hard terrain. Water is hard terrain if they are traveling in the opposite direction to the flow of the water.

TERRAIN CATEGORY TRAVEL SPEEDS

MOVE	KILOMETERS PER HOUR			
	OPEN TERRAIN	NORMAL TERRAIN	ROUGH TERRAIN	HARD TERRAIN
1	6	4	3	2
2–3	7.5	5	3.75	2.5
4–5	9	6	4.5	3
6	10.5	7	5.25	3.5

MOVE	METERS PER MINUTE			
	OPEN TERRAIN	NORMAL TERRAIN	ROUGH TERRAIN	HARD TERRAIN
1	100	65	50	35
2–3	125	80	60	40
4–5	150	100	75	50
6	175	115	85	55

Terrain also affects visibility. Some types of dense terrain — such as tall office towers and sprawling factories — may limit how far characters can see. These types of terrain can make navigation more difficult, as PCs may lose sight of other landmarks. They also allow enemies to get closer before PCs notice them (and vice versa). It is left to you to determine when the terrain density is sufficient to impose penalties on Insight-based tests to spot enemies or hazards and on **Insight (Survive)** tests for navigation. Terrain types that are more likely to hamper visibility note this in their descriptions. Such penalties usually should be +1 Difficulty, but this may be a larger penalty in extreme cases and can be compounded by factors such as darkness, rain, or fog. Conditions that impair visibility can sometimes be a benefit as well as a hindrance, such as when PCs attempt to evade pursuit or stage an ambush.

Naturally, having access to a mount or vehicle can facilitate travel, perhaps allowing characters to travel more quickly and nearly always allowing them to travel with less effort, though some mounts and vehicles may not be able to travel across some types of terrain. A group relying on vehicles needs to be crossing relatively open terrain to gain the full benefits and can be presumed to need to dismount periodically when traversing rough or hard terrain.

If the characters are traveling by mount, then use the rider's Survive Skill instead of their Move — representing their ability to guide their mount. If the mount has the Swift special ability (or some similar ability to move more quickly), double how many kilometers it can travel per hour.

If the characters are traveling by vehicle, then a vehicle's normal travel speed is based on the pilot's Operate Skill instead of their Move, using the table above, and with the speed in Kilometers per Hour multiplied by the vehicle's Speed score. This isn't the vehicle's maximum speed, but rather how quickly the vehicle's pilot can safely travel across the terrain.

When converting these distances to hexes on the map, always round down: a group is better served by stopping short and giving themselves a little extra time to rest.

TERRAIN FEATURES

The terrain types listed below contain one or more features that describe the ways that characters may interact with the terrain, and the hazards that they may encounter.

ADVANCED TECHNOLOGY

The location was constructed with state-of-the-art technology integrated into the infrastructure.

- If any items are found in this area, you should replace those items with a comparable item of one Tech Level higher.
- Due to the high-tech systems throughout the region, any character with a TL lower than 3 increases the difficulty of any Skill Test to unlock doors or perform similar activities.
- Characters possessing a Reader Lens or similar item reduce the Difficulty of any Skill Test to interact with or navigate within the area.

ATOMA

The area contains an Atoma device which supplies buildings with tools and other items of equipment.

- Atoma devices come in several varieties: **Domestic**, **Commercial**, **Industrial**, **Security**, or **Military**.
- The first time the player characters explore an area which contains an Atoma, roll 1d20, to determine if the Atoma is functional. A Domestic Atoma is functional on an 8 or less. A Commercial, Industrial, or Security Atoma is functional on a 6 or less. A Military Atoma is functional on a 4 or less.
- If the Atoma is functional, a Weaver may use it to manufacture items, so long as they know the pattern of the item they wish to make.
- If the Atoma is non-functional, it may contain Atoma cubes — the matter used to produce items with an Atoma. Salvaging Atoma cubes is a **Quickness (Operate)** Test at Difficulty 3, retrieving one cube (worth 4 coin to a Weaver), +1 per Momentum spent.
- Non-functional Atomas may be malfunctioning, producing dangerous and misfiring items, or unleashing dangerous energy or radiation. You may spend Threat to produce these hazards.

HAZARD

The area has a significant danger present. This hazard comes in several different forms.

- All hazards are tied to you spending Threat and to Complications rolled by characters in the scene. See p.111 for details on using Threat and Complications for hazards.
- **Chemical hazards** are normally caused by toxic and/or corrosive chemicals. The danger comes from contact with the chemicals, from inhaling fumes, and from the chemicals being ignited by weapons or electricity.
- **Electrical hazards** come from high-powered machinery and the cables and conduits that carry electricity to those machines. If damaged or malfunctioning, electrical discharges can pose a danger, especially to those carrying high-tech or powered equipment.
- **Radiation hazards** come from certain forms of advanced scientific and medical equipment, and from objects and materials which have been exposed to intense radiation. The danger comes from simple proximity to unshielded radioactive materials and grows more severe with prolonged proximity and physical contact.

HIGH VANTAGE

The area has tall structures that allow characters to get a good look at distant regions.

- When in a **High Vantage** area, reaching the top allows the PCs to survey distant areas; an **Insight (Survival)** Test at Difficulty 1 allows them to pick one adjacent hex and determine one unknown detail about it (of your choice). Each Momentum spent lets them either gain detail about a different adjacent hex, or to gain an extra detail about a hex already surveyed.

- Getting to the top of a High **Vantage** area may, at the GM's discretion, involve some risk or danger, and **Might** (**Move**) Tests to climb.
- A **High Vantage** location that the PCs have discovered counts as a small landmark or large landmark (your choice) for the purposes of navigation.

MECHS

The area is known to contain mechs. Most are dormant, but occasionally one or two of them wake up, wander around looking for prey, and then return to standby if they find nothing.

- This comes in two forms: **Numerous Mechs** and **Occasional Mechs**.
- **Numerous Mechs** means that in any discrete section (room, building, etc.) of this area, there's a 50% chance (10 or less on 1d20) of encountering a dormant mech of some kind. In open areas, the PCs will encounter roughly one mech every 100 meters or so.
- **Occasional Mechs** means that in any discrete section (room, building, etc.) of this area, there's a 20% chance (4 or less on 1d20) of encountering a dormant mech of some kind. In open areas, the PCs will encounter roughly one mech every 250m or so.
- Dormant mechs are inactive and will take no actions nor will they respond to anything happening near them. The GM may spend Threat to have a dormant Mech awaken. This costs 1 Threat for Normal non-player character mechs, and Threat equal to half the Personal Threat (round up) for Major NPC mechs. When a mech awakens, it is immediately hostile to all living creatures.

UNSTABLE STRUCTURES

The area is full of precarious, crumbling structures that can be dangerous when disturbed.

- When PCs move through the area, any Complications on Skill Tests using **Move** (or using **Survival** when controlling a living mount or **Operate** when driving a vehicle) add +1 to Threat.
- When moving through **Unstable Structures**, you may spend 3-6 Threat after a PC fails a Skill Test to move or otherwise takes an action that would disturb the terrain. That zone immediately gains the truth *collapsed*, and any character in that zone at the time suffers a *Fallen & Crushed* X injury, where X is equal to the amount of Threat spent.

VISIBILITY

The terrain affects how easily you can see your surroundings, and conversely, how easily you can hide.

- A **High Visibility** area reduces the Difficulty of any **Insight** (**Survive**) Tests the PCs attempt by 1. If already Difficulty 0, they instead gain 1 bonus Momentum on the Test. Any Tests using **Stealth** increase in Difficulty by 1.
- A **Low Visibility** area increases the Difficulty of any **Insight** (**Survive**) tests the PCs attempt by 1. Any Tests using **Stealth** reduce in Difficulty by 1.

WATERWAY

The terrain includes a stretch of water, perhaps part of a river, stream, or canal.

- Boats and other watercraft can travel along this waterway freely.
- The waterway has a specific flow direction, determined by the GM. When traveling along the direction of flow, watercraft gain +1 speed. When traveling against the direction of flow, watercraft reduce their speed by 1, to a minimum of 1.

TERRAIN TYPES

In addition to categories that affect travel speed, terrain also comes in various types that identify its plant life, topography, and geographical features. This section outlines the most common terrain types that PCs will encounter and covers how they affect game mechanics during travel and combat.

ANCIENT SPACEPORT

Open Terrain, High Visibility, Numerous Mechs, Advanced Technology, Electrical Hazard, Chemical Hazard, Radiation Hazard

It is said that before the war, cities had areas set aside for landing shuttles and other spacecraft from orbiting ships and stations. These sites have not been used for that purpose in a very long time, but the infrastructure remains, which means a lot of technology, a lot of valuable raw materials… and a lot of machines.

These areas tend to consist of a lot of open terrain: flat landing pads, open causeways, hangars, and warehouses. They are not without peril, however: dozens, even hundreds of mechs of various shapes and sizes were used for security, maintenance, and manual labor. Beyond that, ancient power generators, ruggedly built to serve as backups in case of emergencies or disasters, may still lie within these sites, and powerful communications systems sit dormant. Fuel supplies and industrial chemicals make for an additional layer of hazards, especially where their storage has decayed or been damaged.

BARREN

Normal Terrain, High Visibility

Large, empty spaces are not common in urban areas, where space is at a premium, but they do happen, often because an area has been prepared for construction but building work was interrupted by the War. These empty lots are just rough dirt and weeds.

These areas don't provide many places for ambushers to hide — that is, unless they burrow into the ground — but they also provide very little cover against attackers.

BLASTED RUINS

Rough Terrain, Low Visibility, Unstable Structures, Chemical Hazard, Electrical Hazard

Structures that collapsed during intense fighting or natural disasters. These areas are difficult to traverse, and full of places where foes could hide or move unseen, if they're careful. Those same ruins have mostly settled into place, but the rubble could easily collapse further if disturbed by unwary travelers.

These ruins can also conceal other perils, such as places where chemicals or contaminated water have pooled, or old back-up generators and electrical conduits that have been damaged, which may discharge sporadically.

COMMERCIAL CENTRE

Normal Terrain, Occasional Mechs, Commercial Atoma

Whether open air, or contained within vast structures, these areas were once hubs of trade and other commercial activities, filled with shops, restaurants, bars, theaters, and similar venues. These locations often have a Commercial Atoma stored in a basement, which feeds to outlet terminals in the shops above.

These environments tended to be walkable environments, convenient for traveling on foot but less so for heavy vehicles. Utility and light security mechs can be found in the vicinity, ensuring that things are clean and well-maintained, and keeping the peace, respectively. A few of them can still be found, sitting dormant until disturbed.

CONSTRUCTION SITE

Rough Terrain, Abundant Mechs, High Vantage, Unstable Structures

Before the war, the construction of new buildings was largely left in the hands and manipulator-claws of heavy-duty construction mechs, requiring only a handful of human operators to oversee matters.

Any structures that were under construction before the war were likely never finished, and these ancient construction sites tend to be unstable masses of half-built towers surrounded by countless construction mechs.

FACTORY DISTRICT

Rough Terrain, Abundant Mechs, Industrial Atoma, Chemical Hazard, Electrical Hazard, Radiation Hazard

Not all items can be manufactured by Atomas, though, in the years before the War, that list was getting shorter and shorter. Even with the existence of Atomas, factory complexes still existed, often built around massive industrial-grade Atoma devices, fabricating components that would be assembled into much larger machines.

An abandoned factory is a potential wealth of resources — both in terms of raw materials and in the presence of powerful Atoma devices — but also a potential deathtrap, given the assortment of industrial chemicals (many of which may be radioactive), heavy-duty power sources, and numerous machines present in and around a factory.

HIGH-DENSITY RESIDENTIAL

Normal Terrain, Domestic Atoma, High Vantage, Unstable Structures

Tower blocks filled with apartments. Once comfortable living spaces, time and damage have rendered these tall habitats precarious and unstable. Each tower may once have contained a Domestic Atoma, to supply the homes of the residents with the tools and utensils they need.

These areas can be useful vantage points over the surrounding environment, so long as one is willing to brave the precarious upper floors.

HOSPITAL

Rough Terrain, Industrial Atoma, Chemical Hazard, Radiation Hazard

A large building or complex intended for healing the sick and injured. Now disused but may contain medical supplies and similar technology.

Medical technology can often involve the use of dangerous chemicals and radioactive materials, making derelict hospitals somewhat dangerous to search.

LOW-DENSITY RESIDENTIAL

Normal Terrain, Domestic Atoma

Larger residential homes, spaced out broadly enough that each has plenty of space for gardens. Individual groups of houses will often include a Domestic Atoma alongside other utilities such as power, water, and data hardlines.

These locations are relatively safe, especially as they tend to exist on the outskirts of cities, away from many of the dangers of the deeper ruins, and they often make for useful places to stop and rest. However, given how sparsely-populated these districts tend to be, they're seldom good locations for scavengers and Grabbers to find valuable resources.

MILITARY BASE

Rough Terrain, Military Atoma, Abundant Mechs, Chemical Hazard, Radiation Hazard

A secure compound used by military forces. Rare, powerful technology — especially weapons and armor — can be found in bases like this... for those willing to brave the dangers.

Combat mechs — whether once defending the base, or those that fell dormant while attacking it — are scattered around the area, and storage of dangerous chemicals and radioactive materials is common, often as a side-effect of maintaining munitions. Most importantly, these sites are commonly home to a military-grade Atoma, able to produce weapons and armaments.

PARK

Normal Terrain, Limited Visibility

Large open green spaces for the enjoyment of residents and tourists, these spaces have become overgrown and are now just as wild as the plains and fields further from the city ruins. What used to be carefully planned woodlands and grassy fields are now home to whatever animals and mutant creatures can dwell there without drawing attention from any active mechs that pass through.

Dense undergrowth and the shadows of tall trees, plus the ruins of human structures — old kiosks, food stands, changing rooms, and so forth — provide numerous places to remain hidden, and the relative quiet of these old parks can turn to danger very quickly.

PLAZA

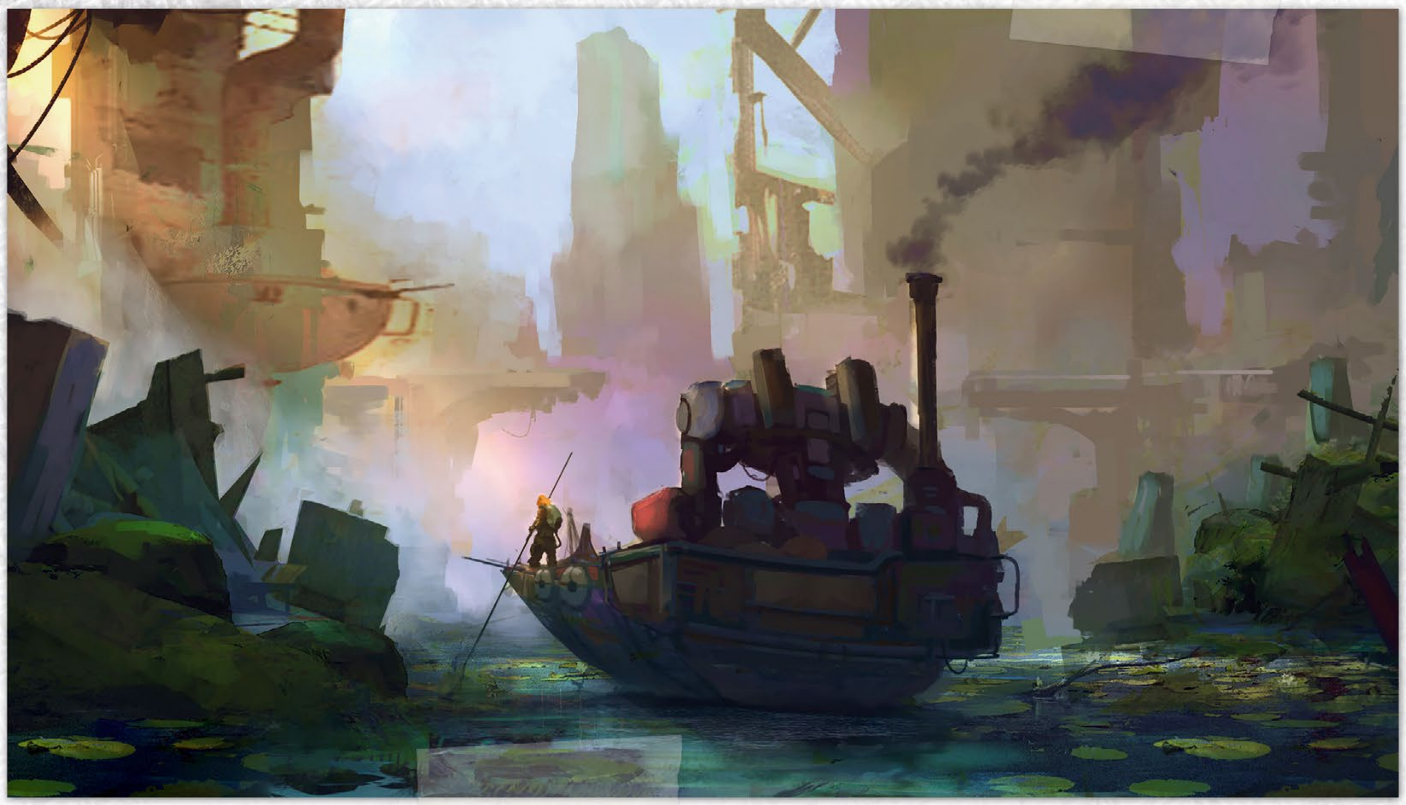
Open Terrain, High Visibility

Large open spaces, arranged with seating and decorative features such as fountains, plants, and statues. They were often used for public events such as markets and festivals. These spaces have considerable visibility, with few large permanent structures or obstructions, allowing fast movement and clear lines of sight with little risk of ambushes... but also few places to hide should enemies arrive.

RESEARCH FACILITY

Hard Terrain, Industrial Atoma, Occasional Mechs, Advanced Technology, Chemical Hazard, Electrical Hazard, Radiation Hazard

High-security complexes filled with laboratories and offices. These facilities are filled with numerous potential hazards, including mechs that once supported research efforts, as well as dangerous chemicals, high voltage electricity, and radiation. The technology contained within, including ancient supercomputers and high-end Atoma devices for manufacturing tools and building prototypes, is extraordinarily valuable.



RIVERSIDE

Waterway, Normal Terrain, Occasional Mechs, Commercial Atoma

A section of ruins with a river or canal passing through it. Given the trade access, these areas were often highly sought-after pre-War, and were often developed as commercial areas for recreation and relaxation. These functioned like other commercial centers, but for the presence of the waterway. Rivers Grabbers looking for items to sell often venture into the ruins from the riverside.

ROAD OR HIGHWAY

Open Terrain, Occasional Mechs, Electrical Hazard

Major arterial roads, and intercity highways were constructed for rapid travel, and still mostly fulfill that purpose, hindered only by the occasional wreckage of ancient cars and trucks, and the few mechs that were in transit when they went dormant. These ancient highways still contain high-capacity power conduits and inductive charging panels, supplying extra power to vehicles for long-distance journeys.

SECURITY OUTPOST

Normal Terrain, Security Atoma, Occasional Mechs

This area contains a security outpost — a local hub for law enforcement and emergency services personnel, where they could store vehicles and equipment, coordinate patrols, and stand ready for emergencies. Long abandoned, they may still be useful places to take shelter or seek out useful supplies.

These locations commonly contain a security-grade Atoma device but may also have a number of support mechs nearby.

WAREHOUSES

Normal Terrain, Abundant Mechs

Large spaces given over to the storage of goods and equipment. While many have been picked over by scavengers, many still contain plenty of resources to reclaim, if someone is willing to brave the loading mechs that lie dormant throughout the area.

NAVIGATING THE MAP

Few people travel into the frontier without a sense of where they're going or what they're looking for. Aimlessly wandering a ruined city is an easy way to shorten one's lifespan, so it's probably best for characters to venture out only when they have a good reason.

Whenever the player characters travel, their players should first select their destination. The accuracy of the player character's knowledge about that destination affects how reliably they can make the journey.

Next, the players must choose a route. An easier route may take less time and its map may be clearer, but it may be attractive to enemies as well. The players should also estimate how long the journey will take their PCs, using the guidance in *Traveling between Hexes* (p.84). If the journey is too long to cover in a single day's travel, they should plan stops for making camp and resting. It is assumed the PCs bring sufficient food, supplemented by occasional foraging or hunting. In general, unless the characters can stop in a settlement and secure food and drink, they'll use 2 Supply Points each per day as either provisions or as tools to obtain or prepare provisions; if they can't spend that number of Supply Points, then they'll lose 1 Spirit for each Supply Point they couldn't spend and won't regain any Spirit from resting. If a journey takes substantially longer than initially planned due to getting lost or other complications, the PCs might need to secure additional provisions.

Once they've set off, they must make an **Insight** (**Survive**) test each time they enter a new hex to determine whether they become lost (see *Staying the Course*, p.94). Visible landmarks and terrain features like roads and canals make these tests to navigate easier. Dense terrain and limited visibility make navigation harder. If the PCs become lost, they may end up somewhere other than where they intended.

Along their route, PCs may cross paths with additional travelers or find other interesting (or dangerous) things. These encounters can offer valuable opportunities or present perilous threats, and PCs face more of them the longer they travel.

DESTINATION

Knowing one's destination is a vital part of travel. Ambling along without an intended end location in mind rarely helps PCs achieve their goals. The more accurate their knowledge about their destination, the better — traveling somewhere they only vaguely know is a recipe for getting lost — but sometimes inaccurate knowledge is the best they can obtain.

- If PCs know their destination well, having made the journey more than once in the past, the Difficulty of each subsequent **Insight** (**Survive**) Test to navigate to it is reduced by 2, to a minimum of 0.
- If the PCs have traveled to their destination once before but still don't know the route that well, or if they have accurate directions or a reasonably accurate map, the Difficulty of each subsequent **Insight** (**Survive**) Test to navigate is reduced by 1, to a minimum of 0.
- If the PCs have received vague directions or possess a rough map and have never been to their destination before, then **Insight** (**Survive**) Tests to navigate to it are unaffected.
- If the PCs have information about their destination from a reliable source but don't know for certain where it is, the Difficulty of each **Insight** (**Survive**) Test to navigate to it increases by +1.
- If the PCs have only learned of their destination via rumor, hearsay, or speculation, the Difficulty of each **Insight** (**Survive**) Test to navigate to it increases by +2.

Failing an **Insight** (**Survive**) Test to navigate means that PCs don't know, or can't recall, how to get to their chosen destination from their current location. They can still set out if they want, but they add +2 to the difficulty of all subsequent tests to stay the course (see following section).

STAYING THE COURSE

When PCs begin a journey, they must choose a single character to lead their group in the correct direction. This character is the PC who makes **Insight** (**Survive**) Tests to navigate and keep the group on the right course. Other PCs can take on other tasks, such as watching for trouble or foraging for supplies. The PCs can change these assignments at the start of each day of travel; it does nobody any good to alter who is navigating halfway through a day's journey.

Each time the PCs enter a new hex, they must choose a heading (which side of the hex they are traveling toward) and then roll an **Insight** (**Survive**) Test to navigate through that hex. The test's base difficulty can be affected by various factors (see the *Navigation Difficulty* table).

As described in *Terrain Categories* (p.85), poor visibility can further increase the **Insight** (**Survive**) Test's Difficulty. Increase the Difficulty by +1 if any single condition exists that makes it harder to assess the route, such as dense forest or swamp (or other terrain judged to significantly impair vision), foggy or rainy weather, or darkness (such as when traveling after sunset or before dawn). If two or more of these conditions exist, increase the Difficulty by +2.

You may utilize Threat to impose weather or other location Truths toward this end to make navigation more challenging or to facilitate conditions for an encounter in the hex.

NAVIGATION DIFFICULTY

CONDITIONS	BASE DIFFICULTY	DESCRIPTION
Clear trail	1	Any long stretch of terrain that leads in the right direction and that PCs can follow easily. It might be a road, a river or canal, or something similar. Navigating is easy as long as PCs follow the trail and don't choose the wrong direction if it forks.
Large landmarks	2	Large landmarks make for easy navigation, as they're normally visible over longer distances. However, poor visibility can interfere even if a landmark would normally be obvious (see *Terrain Categories*, p.85).
Small landmarks	3	Small landmarks are harder to spot but still useful. Navigating by them requires the ability to reliably move from one landmark to the next while keeping at least one of them within line of sight. Getting lost can be quite troublesome when the PCs are relying on small landmarks.
Known direction	4	Better than nothing. If PCs know their destination is directly southwest of them and have a means of determining which way is southwest, they can at least head toward their destination. However, this doesn't help them navigate around obstacles in their path.
Gut feeling	5	If all else fails, PCs can navigate by gut feeling. It might not help them travel in the right direction very often, but at least they'll be wrong with confidence.

A successful **Insight** (**Survive**) Test allows PCs to travel along their route in the right direction and remain on their desired course. If they have Momentum (either saved or newly generated from the Test), players can spend it on the options detailed in the *Hexploration Momentum Options* table.

HEXPLORATION MOMENTUM OPTIONS

OPTION	MOMENTUM COST	EFFECT
Uneventful	1+	When rolling to determine whether a random encounter occurs (see *Random Encounters*, p.97), players may spend any number of Momentum to reduce the number of dice rolled by the same number (to a minimum of no dice rolled).
Discovery	2	A little way off the path, the PCs find something useful or valuable (the exact nature of which the GM decides).
Guidance	2	Along your route, the PCs find signs or landmarks that give them a better sense of your heading. The Difficulty of their next **Insight (Survive)** Test to navigate is reduced by 1 (to a minimum of 0).
Ideal stopping place	2	The PCs find an area that provides decent shelter, visibility, or both, making it an ideal place to set up camp.

GETTING LOST

A failed **Insight** (**Survive**) Test to navigate through a hex means the PCs have become lost.

When the PCs are lost, the Difficulty of each subsequent **Insight** (**Survive**) test to navigate increases by +1. This is cumulative, adding another +1 Difficulty each successive time they fail a Test to navigate; the more lost they become, the harder it is for them to get back on course, and they cannot complete their journey while they are lost, except maybe by accident if they're very fortunate. Once they succeed on a Test to navigate, however, they remove all previous Difficulty increases from being lost.

In addition, each time a player fails an **Insight** (**Survive**) test to navigate, they must roll 1d20. On an even roll, the PCs' heading moves one side clockwise. On an odd roll, the PCs' heading moves one side counterclockwise. If you are tracking the PCs' movement on a separate map, you may wish to keep the specifics of their altered heading a secret from them, leading to a difference between where they *think* they are (marked on their map) and where they *actually* are (per your map). In either case, the PCs should quickly figure out that they're lost, but there's a difference between knowing they are lost and knowing how to get back on track.

WHAT'S IN A HEX?

Each hex may be populated with anything that suits your adventure or that the player characters need. You can determine each hex's contents in advance when you create your map, or you and your players can discover an area's contents each time the PCs enter a new hex. Each hex could have the potential for an adventure in and of itself, drawing the PCs in but only giving up its secrets to those who take the time to investigate. A hex might be filled with all manner of pre-War tech to salvage — but such a locale might also be home to aggressive mechs or territorial nanograms none too happy about heavily armed PCs disturbing their habitat. Or a hex might be home to a river the PCs could use to travel deeper into the ruins or use as an escape route — if they can secure use of a boat from Rivers who live and work nearby.

In a game that uses hexploration, stories like these begin with the question "What is going on in the hex the PCs will explore next?"

To begin answering this question, start with a blank hex map. Then, determine the environment of the first hex the PCs enter (or for the first hex you choose if you are populating the map in advance): roll 1d20 on the *Hex Environment* table and find the environment that corresponds to your roll. For each subsequent hex, roll 1d20. On a roll of 1 to 8, the next hex is the same environment as the previous hex. On a 9 to 20, roll another 1d20 on the *Hex Environment* table.

If the hex environment corresponds to a terrain type (see *Terrain Types*, p.89), check that terrain type's section for information that affects travel.

HEX ENVIRONMENT

D20 ROLL	ENVIRONMENT
1	Barren
2–3	Blasted Ruins
4–5	Commercial Centre
6–7	Construction Site
8	Factory District
9–11	High-Density Residential
12–13	Low-Density Residential
14–15	Park
16	Plaza
17	Riverside
18	Road or Highway
19	Warehouses
20	Rare Location (Roll on Rare Location Table, below)

D20 ROLL	RARE LOCATION
1–3	Ancient Spaceport
4–8	Hospital
9–10	Military Base
11–14	Research Facility
15–20	Security Outpost

RANDOM ENCOUNTERS

PCs come face to face with a variety of unusual things during their travels through the wilds. Many such encounters can't be predicted or planned for, and they're equally likely to be hostile or benign.

Each time the PCs enter a new hex, you, or a player you designate, must roll a number of dice reflecting how perilous the general area is. Roll fewer for areas that are relatively well traveled, or more if the PCs have gained some distance from civilization. You may spend any number of Threat for the same number of extra dice: 1 for 1. For each die that rolls the Hex's Risk Rating or less, a random encounter occurs at some point within that hex. As GM, you determine the nature of the encounter. If you prefer, you can use the tables in *Random Encounters* (starting on p.101) to randomly obtain encounter details, making appropriate adjustments depending on where the PCs are traveling (or you can use encounter tables for other regions as they become available.)

NUMBER OF DICE FOR RANDOM ENCOUNTERS

REGION DANGER	NUMBER OF DICE
City Outskirts and Suburbs	2
Ruined Districts	3
City Center	4

HEX ENVIRONMENT RISK

ENVIRONMENT	RISK RATING
Ancient Spaceport	13
Barren	5
Blasted Ruins	9
Commercial Center	10
Construction Site	12
Factory District	12
High-Density Residential	10
Hospital	13
Low-Density Residential	7
Military Base	15
Park	8
Plaza	8
Research Facility	13
Riverside	10
Road or Highway	8
Security Outpost	11
Warehouses	11

Remember, a random encounter doesn't necessarily mean combat. A random encounter is as likely to be an obstacle to overcome, an unusual happening nearby, or a crossing of paths with other friendly or neutral travelers as it is to be a run-in with hostile creatures or a group of bandits. That said, non-hostile encounter features can always be paired with potential hostiles if you wish to increase an encounter's complexity. If you decide an encounter takes place at an important site (a non-hostile feature), for example, to introduce hostiles, you could add defenders of the site, other parties seeking resources, or enemies waiting in ambush for NPCs who are friendly or neutral toward the PCs.

HEX RESOURCES

As they travel, the PCs will encounter a variety of valuable resources they could potentially wrest from the unforgiving wilderness to assist in their survival, to enrich themselves, or to create something of more lasting value.

The PCs will seldom have the means to carry large amounts of resources, and the items, materials, and other resources the PCs will be carrying are covered by their Supply Points.

The *Hex Resources Present* table provides guidance for randomly determining what hex resources are available in each hex. For each hex the PCs enter (or for each hex on the map if you are populating it in advance), find the row for that hex's environment.

Gathering resources requires an **Insight** (**Survive**) Test and half an hour of effort. The difficulty of this Test is determined by the hex environment, as listed on the table below. If the Test is successful, the searching PC receives a number of Supply Points as per the Supply Points Found column. Each point of Momentum spend finds additional Supply Points indicated on the table below. The test's Complication range is also indicated below.

A Complication on this test indicates that the PCs have been disturbed during their search: generate an extra random encounter.

HEX RESOURCES PRESENT

ENVIRONMENT	DIFFICULTY	SUPPLY POINTS FOUND	ADDITIONAL SUPPLY POINTS PER MOMENTUM SPENT	COMPLICATION RANGE
Ancient Spaceport	1	4	4	17–20
Barren	4	1	1	20
Blasted Ruins	3	2	1	19–20
Commercial Center	2	3	2	18–20
Construction Site	2	1	2	18–20
Factory District	1	3	3	18–20
High-Density Residential	2	2	1	19–20
Hospital	1	4	3	17–20
Low-Density Residential	3	1	1	19–20
Military Base	1	6	4	16–20
Park	3	2	2	20
Plaza	3	1	1	20
Research Facility	1	6	6	17–20
Riverside	2	3	2	18–20
Road or Highway	3	1	1	19–20
Security Outpost	1	4	4	17–20
Warehouses	2	4	4	18–20

did we get lost?

URBAN RANDOM ENCOUNTERS

While some gamemasters prefer for every scene to be carefully customized to fit within the framework of a longer campaign narrative, there are times when it can be useful to intersperse more unexpected encounters between plot-driven scenes. These encounters can help bring the world to life, conveying that things are happening in the environment beyond the actions and choices of the players, and they can take the pressure off you if you haven't had a chance to prepare the next narrative scene. Such encounters are especially useful when the player characters are traveling from one place to another — they foster a sense that mysteries and surprises, or looming peril, await when venturing beyond one's familiar environs.

It is also quite possible, with a small amount of effort, for you to integrate random encounters into an ongoing story by considering the specific details of its non-player characters, obstacles, or discoveries to be made. You can tailor an otherwise random encounter to make it seem more specific by including familiar named characters or their kin, or by using it to foreshadow troubles the PCs will be investigating later.

The random encounters detailed here should suit the ruined cities of Evera Prime, though in a generic way. The majority of this territory is the ruins of a futuristic cityscape, with tall glass and steel towers and wide streets, which have crumbled through ancient war and centuries of neglect. Within the dark depths are expansive building complexes, parks and plazas, abandoned districts, and all manner of other environs. Amid this vast expanse of crumbling grandeur, characters can experience a wide variety of unforeseen encounters. Anything can lie over the horizon or around the approaching turn in a forest path. Characters would be wise to be on their guard because few things are as they seem.

These tables are deliberately similar to those found in the ***Gamemaster's Toolkit***. The changes that have been made are to adapt them to the urban ruins of Evera Prime, but they are otherwise similar enough to allow you to mix-and-match tables, results, and outcomes as you see fit, and to integrate these tables into your existing game easily.

To build an encounter, complete the following steps. As GM, feel free to simply choose options from the tables these steps refer to instead of rolling for random options. However, if you use the *Threatening Circumstances* rules, choosing instead of rolling has a cost for certain tables.

1. **Determine your encounter type.** Do the PCs encounter an **obstacle**, an **event**, an instance of **crossing paths**, a **discovery**, or a **resource**? Roll on the *Encounter Type Options* table, p.101, to find out.

2. **Determine your encounter's subtype.** Encounter subtypes provide more details about the nature of the encounter. In the *Encounter Subtypes* section (p.101), find the table for your encounter type. Roll on that table to determine the encounter's subtype.

3. **Select a location.** The location is the environment where the encounter takes place. It might have an impact on the encounter, or it might just be dramatic set dressing. To determine your encounter's location, roll on the *Encounter Location Options* table, p.108.

4. **Select a disposition.** The disposition is the mood of the encounter. Not every situation is automatically hostile, nor is it necessarily friendly. A disposition gives you a loose guideline for the NPCs' attitude toward the PCs, offering a starting point for how the scene might proceed. To determine your encounter's disposition, roll on the *Encounter Disposition Options* table, p.109.

THREATENING CIRCUMSTANCES

When you roll on the tables to build an encounter, you may spend 3 Threat to choose either the encounter type or the encounter disposition instead of rolling for it. You must make this choice before you make any rolls for building the encounter.

ENCOUNTER TYPES

To determine your encounter's general type, roll on the *Encounter Type Options* table.

ENCOUNTER TYPE OPTIONS

D20 ROLL	RESULT
1–2	Event
3–9	Obstacle
10–15	Crossing Paths
16–18	Discovery
19–20	Resource

Once you know your encounter's type, use the *Encounter Subtypes* section to select a subtype.

ENCOUNTER SUBTYPES

To determine your encounter's subtype, find the table for your encounter type and roll on that table. Then, read the paragraph for your subtype to learn more about it.

EVENT ENCOUNTERS

Does an eerie or dramatic event occur as the PCs travel, or is the trip relatively calm? Roll on the *Event Encounter Subtypes* table to learn how an event affects their journey.

EVENT ENCOUNTER SUBTYPES

D20 ROLL	RESULT
1–5	Weather Shift
6–10	Nearby Battle
11–15	Omen
16–20	A Moment of Stillness

A Moment of Stillness: A sense of stillness descends upon the land. The PCs do not need to check for an encounter for the next hex they enter. The encounter's disposition determines the nature of the stillness: for example, a Friendly disposition might mean that the land momentarily feels at peace and calm, while a Weird disposition might suggest that every living creature for miles around has simply vanished without a trace.

Nearby Battle: The sound of conflict rings across the region. Determine a random adjacent hex. Even though the encounter type is not Crossing Paths, roll twice on the *Crossing Paths Encounter Subtypes* table, p.103, to determine the combatants. If a result is a site instead of combatants, roll again until you get an appropriate result. The battle might be resolved by the time the PCs arrive at the location, or it might continue, but the sounds of battle and the screams of the injured echo as they travel through the hex or location.

Omen: An omen appears as the PCs travel, and even the most rational and logical of PCs are unable to ignore the signs. Depending on the disposition of the encounter, the omen might be auspicious or unfavorable. If the disposition is Friendly, each PC regains +2 Spirit. If the disposition is Hostile, the GM gains 2 Threat. For other dispositions, there's no immediate effect.

Weather Shift: The weather undergoes a dramatic change (see the *Weather* table, p.110). Depending on the disposition of the encounter, it might become clear and fair, allowing for more rapid travel time, or it could become foul and treacherous. The shift in weather persists until the next encounter.

OBSTACLE ENCOUNTERS

What obstacle do the PCs encounter on the road, or is their route perfectly ordinary? Roll on the *Obstacle Encounter Subtypes* table to find out.

OBSTACLE ENCOUNTER SUBTYPES

D20 ROLL	RESULT
1–5	End of the Road
6–10	Winding Road
11–15	Unremarkable Terrain
16–20	Hostile Terrain

End of the Road: The road ahead ends unexpectedly. Depending on the disposition of the encounter, the cause might be a mundane obstacle, such as finding a cul-de-sac or other dead-end. Alternatively, it may be that collapsed structures have blocked the road with rubble, or even that enemies have deliberately created a dead-end to trap unwary prey. Forward progress along this route is nearly impossible without additional time and resources. The PCs must succeed on an **Insight** (**Survive**) Test to find a different path; the difficulty should be at least 2. On a failure, they move at half their normal rate until they enter a new hex or face a new encounter.

Hostile Terrain: The region surrounding the PCs has a considerably heightened potential for encounters. Roll +1 die when rolling for a random encounter (see *Random Encounters*, p.97) in any hex adjacent to the PCs' current one that they have not already explored.

Unremarkable Terrain: For one reason or another, this area looks the same as the one before it. Due to the lack of distinct landmarks, the difficulty of Tests made to navigate through the area increases by +1. If the PCs get lost in the hex, their heading moves one additional side.

Winding Road: Broken terrain, large physical barriers like chasms or rubble, or stranger obstacles result in a circuitous route. The difficulty of Tests to navigate the terrain increases by +1, as twists in the route and the necessity for backtracking induce confusion. The PCs can continue to travel, but the terrain is treated as one step more difficult when determining travel speed (open terrain takes as long as rough terrain normally would, and rough terrain takes as long as hard terrain normally would).

CROSSING PATHS ENCOUNTERS

What crosses the PCs' path as they traverse the land? The result you roll on the *Crossing Paths Encounter Subtypes* table determines what type of beings or site they come across next. To find out whether it is innocuous or dangerous, be sure to roll on the *Encounter Disposition Options* table, p.104.

CROSSING PATHS ENCOUNTER SUBTYPES

D20 ROLL	RESULT
1	Grisly Sight
2	Grim Sight
3–4	Thrall Hunting Party
5	Thrall Raiding Party
6	Thrall War Party
7–8	Spear Scouts
9	Spear Patrol
10	Spear War Camp
11	Grabber Scout
12	Archivist Expedition
13	Archivist Field Lab
14–15	Traders
16	Forgotten Site
17	Resource Site
18	Strategic Site
19	Ancient Site
20	Builder Site

Ancient Site: The PCs discover a site that is old and was abandoned — or sealed away deliberately — long before the War. Maybe it dates to the early settlement on Evera Prime, or was part of a pre-War contingency plan, or it may defy easy explanation.

Grisly Sight: The PCs discover the recent remains of violence.. There is a chance that this was not merely a mundane demise, with the remains affected by some rogue nanotechnology or bioweapon. Roll 1d20: on a 5 or less, some sort of technological or biological contaminant is present which could have extremely weird effects.

Forgotten Site: The PCs discover a forgotten place. It might be ancient and long lost from the annals of history, or it might be something more recent, such as an abandoned settlement. Such places provide a good opportunity to uncover resources, but they might also harbor unforeseen perils.

Grim Sight: The PCs discover the body of a person or creature recently slain and displayed as if as a warning. There's something ominous and unsettling about the whole scene, and it signals something dangerous and cruel in the surrounding area: add +1 to Threat.

Builder Site: The PCs discover a place that is tainted by the influence of the Builder. The threat of being affected by dormant bioweapons or assailed by rampaging machines is present, but the PCs may be able to uncover useful resources.

Resource Site: The PCs discover the site of a valuable resource. It could be a natural resource, like a rich vein of ore or the grazing fields of a large herd of deer, or perhaps it is an unnatural one, like a pre-War laboratory or factory still ripe for salvage.

Spear Patrol: The PCs encounter two groups of Hostile Spears (see the ***Dreams and Machines Gamemaster's Guide***, p.150).

Spear Scouts: The PCs encounter a number of Hostile Spears mounted on horses equal to the number of PCs (see ***Gamemaster's Guide***, p.150).

Spear War Camp: The PCs encounter a massive force of Spears comprising a number of Spear groups equal to the number of PCs. The force is led by a Spear Champion (see ***Gamemaster's Guide***, p.151).

Grabber Scout: The PCs encounter a number of Archivist Grabbers equal to the number of PCs (see ***Gamemaster's Guide***, p.104).

Archivist Expedition: The PCs encounter a number of Archivist Grabbers equal to the number of PCs +2, led by an Archivist Experimentalist (see ***Gamemaster's Guide***, p.149).

Archivist Field Lab: The PCs encounter a number of Archivist Grabbers equal to the number of PCs, and a number of Archivist Experimentalists equal to half the number of PCs. The Grabbers have an Expeditionary Vehicle (see p.79).

Strategic Site: The PCs discover a site of significant strategic advantage, like an old bridge, a fortified security station, or a ridge overlooking a potential battlefield.

Traders: The PCs encounter a group of traders (Everans or Rivers; see ***Gamemaster's Guide***, p.148) trawling through the city-scape to find valuables to sell, their goods loaded up into a vehicle (an explorer transport buggy for Everans, a small barge for Rivers, located in the nearest waterway). Depending on the encounter's disposition (see p.109), the PCs might be able to trade with them or find out what their destination is. In the latter case, you determine the specific location of the town.

Thrall Hunting Party: The PCs encounter two groups of Thralls (see ***Gamemaster's Guide***, p.152).

Tribal Raiding Party: The PCs encounter two groups of Thrall Riders (see ***Gamemaster's Guide***, p.153).

Tribal War Party: The PCs encounter a massive force of Thralls consisting of a number of Thrall mobs (see ***Gamemaster's Guide***, p.154) equal to the number of PCs. The mobs are led by a Dark City Agent or a Founder (see ***Gamemaster's Guide***, p.156).

DISCOVERY ENCOUNTERS

Discoveries are secrets hidden across Evera Prime. Some are good, others perilous, but all present risks and opportunities. To reveal what the PCs discover, roll on the *Discovery Encounter Subtypes* table.

DISCOVERY ENCOUNTER SUBTYPES

D20 ROLL	RESULT
1–5	Hidden Fortress
6–10	Ancient Ruins
11–15	Place of Power
16–20	Lost Treasure

Ancient Ruins: The PCs encounter ruins left behind by ancient people. These ruins might be mundane relics of the pre-War world or something more esoteric and unusual, unknown even to the world before the War.

Hidden Fortress: The PCs encounter a hidden encampment, military outpost, bandit lair, or other such location. Depending on the disposition of the encounter, it might be abandoned, guarded by friendly soldiers, or the staging ground of an enemy army.

Lost Treasure: The PCs discover a trove of treasure, whether material wealth that has been hidden away, a cache of preserved supplies, an arsenal of weapons and armor, or perhaps something more dangerous — and powerful.

Place of Power: The PCs encounter a place of power. A place of power may contain an Atoma device — especially a rare Security or Military one — an ancient reactor, a vast computer mainframe filled with valuable knowledge, the heart of a powerful (and stable) Genius nanogram, or some other form of powerful, precious, yet perilous, technology. Depending on the encounter's disposition, the place of power might also serve as a resource for practitioners of technological crafts, lead to further encounters with unnatural creatures or machines, or the like.

RESOURCE ENCOUNTERS

Resource encounters involve the bounty of wealth in Evera Prime. In some instances, that wealth can come in the simplest of forms: natural resources to be harvested and then sold, traded, or used. But resources can take other forms, ones that are not necessarily so straightforward. A resource could also be a prominent hill from which Grabbers or explorers have a commanding view of the valley below, or a cache of artifacts that represent survival or prosperity for nearby communities — and therefore would give the holder an advantage in negotiating with them.

Unlike resources that are predetermined by being marked on the hex map, resources from a random encounter are ones that PCs wouldn't expect to stumble upon: they are stranger, rarer, or more out of place. To determine what resource the PCs find, roll on the *Resource Encounter Subtypes* table.

RESOURCE ENCOUNTER SUBTYPES

D20 ROLL	RESULT
1–6	Data Cache
7–8	Abundant Salvage
9–10	Transit Tunnels
11–12	Safe Haven
13–14	Bounty of Industry
15–16	Bandit Cache
17–18	Basement or Sublevel
19–20	Artifact

Basement or Sublevel: The PCs discover a building with an extensive substructure, with dozens of rooms and perhaps even tunnels leading beneath other buildings within the area. What might be hiding down here?

Abundant Salvage: The PCs stumble upon a wealth of untouched machine parts and machines that are beyond repair but easily disassembled, far beyond what is common in surrounding areas. From this point on, they can almost always find them in great numbers in this specific spot. Gathering resources in this area is always easier, reducing the difficulty of any associated Skill Tests by 1, and granting one extra bonus Momentum on success. Knowledge of this area counts as a Knowledge Fragment worth 4 coin.

Artifact: The PCs encounter a long-forgotten relic from long ago. The artifact might be of any form, but is likely to be some fragment of technology or knowledge from before the War — perhaps a weapon, perhaps a child's toy, perhaps part of an Atoma pattern, or a piece of GLIF-lore. Regardless, it is of venerable age and has the potential to be useful, valuable, and/or dangerous.

When the PCs discover an artifact, you may spend 2 Threat per PC to add the *ominous artifact* Truth to the item, suggesting some dangerous or corrupted origin to the item that is not immediately apparent. You do not need to immediately determine the artifact's foreboding nature; instead, you may choose to reveal its true nature at any time.

Bandit Cache: Some bandits are like squirrels: they hide away caches of valuables in boltholes to return to later. Sometimes these serve as insurance in case they are later on the run and need to grab some resources to continue their journey. At other times, a cache lets a bandit hide a portion of the loot to avoid sharing it with their compatriots. Regardless, the PCs discover such a cache. It includes resources equivalent to 5 Supply Points and replenishes any limited-use items that are not weapons (such as first aid kits) (***Dreams and Machines Player's Guide***, p.133).

Bounty of Industry: The PCs come across an unexpected bounty of raw materials or useful items, one that is not commonly found in the area. Roll on the *Bounty of Industry Resources* table to determine the type of resource discovered. Regardless of the type, knowledge of this bounty counts as a Knowledge Fragment worth 5 coin.

BOUNTY OF INDUSTRY RESOURCES

D20 ROLL	RESOURCE
1–4	*Versalloy Sheets.* A cargo container full of lightweight, durable metal sheeting, ideal for a variety of uses.
5–8	*Kinetic Batteries.* A local factory produced hundreds of kinetic batteries of all shapes and sizes; far too many to carry. These are still in their packing crates, waiting to be shipped out.
9–12	*Versalloy Wire:* Long reels of flexible metal wire, used for a variety of purposes.
13–16	*Polyresin.* Vacuum-sealed containers of quick-setting polymer that can be used to coat or reinforce a variety of structures or cast into various tools and other items.
17–20	*Quickrete:* Sacks of specially formulated concrete mixture that, when water is added and allowed to set, quickly hardens into dense stone. Cast into panels or bricks, and reinforced with versalloy wire, quickrete was a common pre-War building material.

Data Cache: Rack after rack of storage devices, all connected into a larger computer system. The computer is no longer functional, but the storage devices contain a huge amount of historical data. This wealth of information, stored in so many devices, is too much for the PCs to move, but knowledge of its location counts as a Knowledge Fragment worth 8 coin.

Transit Tunnels: The PCs discover an accessway to an ancient subterranean transit station, where powerful maglev trains would stop to embark and disembark passengers headed across the city. Secure below-ground, these tunnels may contain well-preserved stocks of resources, but also groups of territorial survivors — Spears, or perhaps even Thralls — protecting their underground home. These tunnels lead to other stations across the city, but not all of them will be accessible; if they are, however, it represents another way to explore and traverse the city.

Safe Haven: Shelter is a precious commodity. The PCs discover an ideal shelter, someplace where you can bed down for the night without fear of predators or enemy forces stumbling upon you. Depending on the disposition of the safe haven, it might be a naturally defensible location, or there could be less explicable reasons why it keeps them safe. Some examples of the latter might include a landscape that disrupts electromagnetic fields, making it safe from machines, or an old macro-hauler or other huge vehicle, partially buried, with a security system that regards the PCs and their allies as friends.

ENCOUNTER LOCATIONS

If you don't already have a specific encounter setting in mind, the *Encounter Location Options* table can provide some inspiration for the backdrop of your scene. You can choose an option from the table or roll for a random one. These options are not strictly tied to any particular encounter type or subtype. After you determine your encounter's location, read its description to learn more about it.

ENCOUNTER LOCATION OPTIONS

D20 ROLL	RESULT
1–2	Tourist Destination
3–4	Fancy Hotel
5–6	Secluded Housing
7–8	Pre-War Place of Worship
9–10	Battleground
11–12	Blast Crater
13–14	Open-Air Marketplace
15–16	Major Junction
17–18	Drainage Ditch
19–20	Water Feature

Battleground: The site was the location of a vicious battle between the Builder's machines and resistance forces during the War, and the site is heavily scarred by the powerful weapons unleashed. Even Wakers seem to avoid the place, apparently wary to venture so close to where so many of their kind were forcibly deactivated.

Blast Crater: A powerful bomb — possibly even a nuclear one — detonated here. While the worst of the radiation faded generations ago, the site is still a scorched crater. The very base of it is vitrified into dirty glass.

Drainage Ditch: An open-air artificial waterway, used as an outlet for floodwater when rains are especially heavy. Most of the time, it's empty of water and can easily be crossed on foot.

Fancy Hotel: A high-class establishment for wealthy visitors to the city. Much of the grandeur has faded, but the wealth and prestige of the place is still just about visible.

Major Junction: Two or more major roadways or highways join here. The area is littered with wrecked vehicles, many of which were abandoned when they crashed into one another.

Open-Air Marketplace: The area is an open space, a small plaza or empty lot, which frequently played host to market stalls and trader's vehicles. The remnants of several of these stalls and vehicles litter the area.

Pre-War Place of Worship: Tucked within this area is a temple, church, or other place of worship for one of the faiths practiced within the city. Such structures were often sturdily built, as befits their importance to the local community, and served numerous purposes to that community beyond regular worship.

Secluded Housing: A little cluster of quiet, out-of-the-way homes tucked into an odd space in the city.

Tourist Destination: A museum, fairground, or other tourist attraction can be found here, though it has been a very long time since anyone visited to see the sights.

Water Feature: This may be a fountain, a small pond, or other kind of decorative public water feature.

ENCOUNTER DISPOSITIONS

An encounter's disposition frames its mood and the central NPCs' attitudes toward the PCs. There may be times when you will want to pick a disposition manually to match your campaign needs or pacing, but it can be interesting to leave this to the fates. To do so, or if you are using the *Threatening Circumstances* rule in *Regional Random Encounters*, p.101, roll on the *Encounter Disposition Options* table to determine the encounter's disposition. After you determine your encounter's disposition, read its description to learn more about it.

ENCOUNTER DISPOSITION OPTIONS

D20 ROLL	RESULT
1–2	Hostile
3–6	Neutral
7–8	Friendly
9–10	Suspicious
11–12	Agreeable
13–14	Weird
15–18	Unexpected
19–20	Unchangeable

Agreeable: An Agreeable encounter is the opposite of a Suspicious one. Circumstances and NPCs' attitudes seem inclined in favor of the PCs, but should the PCs be incautious or press their luck, things can quickly change.

Friendly: A Friendly encounter is weighted toward the benefit of the PCs. Friendly NPCs are pleased to see the PCs and are ready to offer advice, assistance, and fair trades. Friendly locations have good cover, fresh water, and a place to shelter.

Hostile: In a Hostile encounter, the situation or NPCs are poised to do harm to the characters. Hostile encounters might feature NPCs who are ready to fight anyone they come across. Hostile locations might have hazards that cause damage or that might be likely to draw the attention of nearby foes.

Neutral: A Neutral encounter is neither good nor bad. If an NPC is Neutral, they are looking out only for their own benefit and will not go out of their way to help the PCs. If a location is Neutral, it has some potential resources or advantages to offer, but at the cost of perils or difficulties.

Suspicious: A Suspicious encounter falls between Hostile and Neutral. Suspicious NPCs do not attack outright, but they are prepared to meet any aggression with equal force. Suspicious locations might contain hazards, but they are hidden and not the predominant feature.

Unchangeable: In an Unchangeable encounter, one or more of its aspects cannot be modified. These could include the NPCs' mood or number, the state of a location, or anything else. In an Unchangeable encounter, you create a single truth about the encounter that cannot be modified in any way.

Unexpected: Amid whatever else is going on, the PCs did not expect to have this encounter. Strangers emerge from unseen directions and may be of an unexpected sort. Locations change drastically with little warning or obvious sign.

Weird: A Weird encounter is, well, weird. It defies traditional explanation and might involve science beyond reckoning, and any number of infinite number of possibilities that could result from the strange knowledge being studied before the War. In an encounter with the Weird disposition and the Thrall Patrol subtype (see the *Crossing Paths Encounter Subtypes* table, p.103), the PCs might meet a group of Thralls who, entranced by a mysterious voice, have marched until their shoes are scraps and their feet are in bloody tatters. In an encounter with the Weird disposition and the Safe Haven subtype (see the *Resource Encounter Subtypes* table, p.106), the PCs might stumble into a place that feels as though it exists only in a dream, where the sun is always shining and the season is always early summer, regardless of the reality beyond its borders.

In short? Get weird with Weird.

WEATHER

Something as simple as the weather can have an outsized impact on the people of Evera Prime. Heavy rains mean mud and rivers deepening, slowing the march of a group and rendering formerly shallow fords impassable. Heavy winds can blow a hunter's arrow off its mark.

Consider the disposition when determining how the weather affects the story. Hostile weather should negatively impact the PCs (and possibly their enemies), while Unexpected could give rise to a sudden shift that seems to come out of nowhere.

TAG: WEATHER

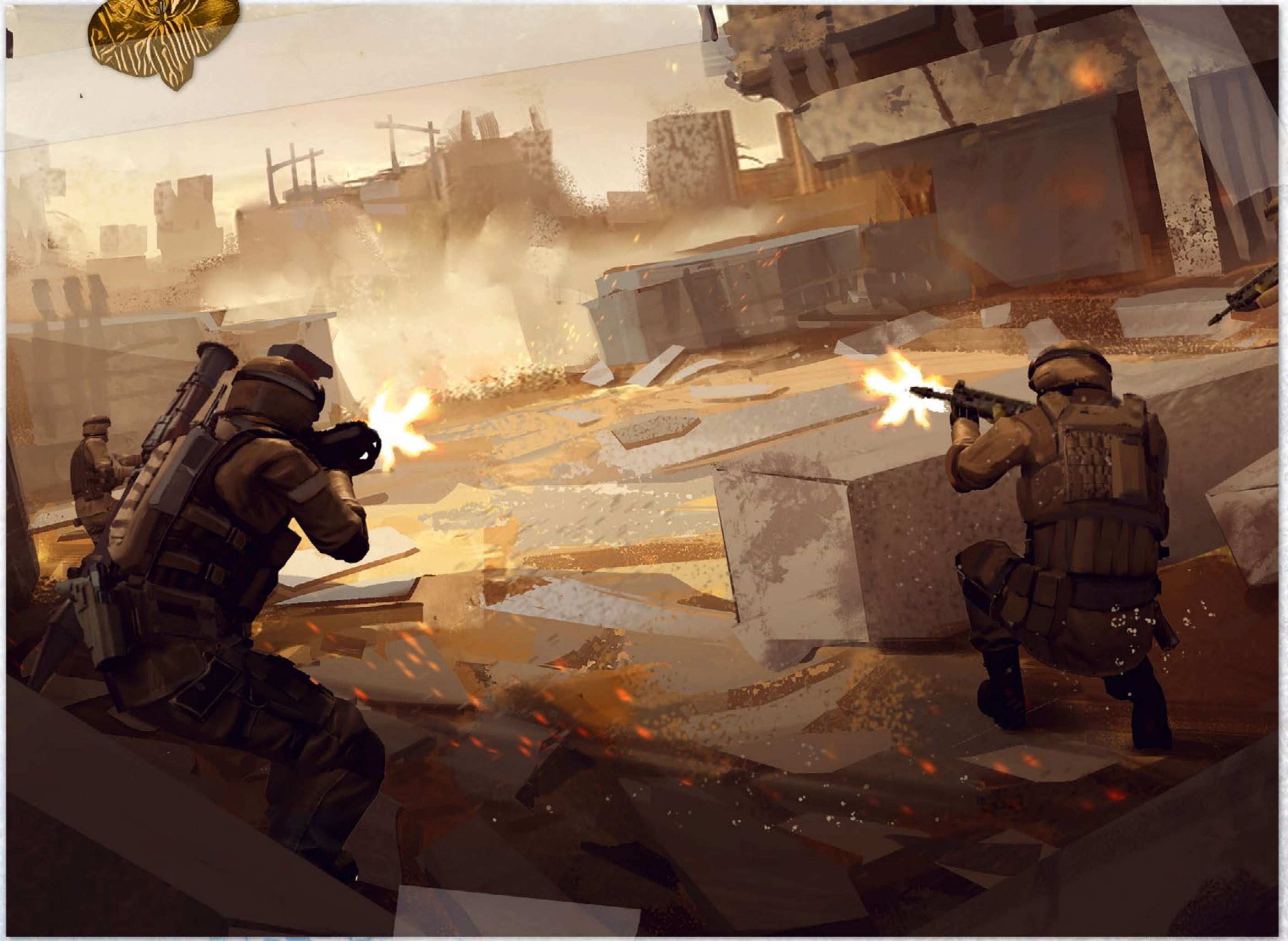
D20 ROLL	RESULT
1–2	Cloudy
3–4	Cold
5–6	Dry
7–8	Hot
9–10	Humid
11–12	Icy
13–14	Still
15–16	Sunny
17–18	Wet
19–20	Windy

URBAN HAZARDS AND ENVIRONMENTAL DANGERS

Urban environments are dangerous places, and Evera Prime is not lacking in urban environments. You may use Threat in a variety of ways to depict these hazards in game.

ENVIRONMENTAL EFFECTS AND NARRATIVE CHANGES

Dramatic scenes often play out in exciting environments, whether crumbling stairs in ancient ruins, the turbulent shallows of a river crossing, the bustling indifference of a busy city, a rocky cliff with waves thundering against the jagged shore, the offices of a skyscraper, or even more evocative locations. When describing scenes, you will already have defined what the environment is like, and you should typically aim to have the environment enhance the scene: a scene with an evocative backdrop will be much more memorable and interesting. There's no reason to use bland or uninteresting locales, as you have control over where each scene takes place.



Furthermore, you can use Threat to bring that environment to the fore, putting the environment into motion in some fashion, or by taking obvious elements from the Truths and other descriptions, and emphasizing or developing them. Similarly, you can employ Threat to perform a few different narrative tricks and techniques that can add twists, turns, and other story elements to the game. Either way, these effects cost Threat.

As a rule of thumb, environmental and narrative effects of this sort come in a few distinct categories.

Incidental Effects cost 1 Threat, and they appear in play as things such as flickering lights, unstable floors, and thick smoke. These don't cause a significant problem, but it might increase the Complication range of a Test by one, make some routine action require a Difficulty 1 Test when success would normally be automatic, or require a Difficulty 1 Test to avoid a problem. This effect may come from something which is persistent but varied, representing that problem at its worst: the unstable floor may give way a little, making a character stumble, while billowing smoke may obscure vision at the worst moment, hindering vision for a split second. The effect applies to a single character when the Threat is spent. Extra Threat may be spent to affect additional characters, though it shouldn't affect too many characters at once.

A Change of Circumstances is more significant, and such an effect should cost at least two Threat. An environmental effect like this can be represented by taking an existing location or situation Truth, and then replacing it with another Truth of the same type (such as going from bright light to deep darkness as the lights go out), or by adding a new Truth that alters the situation in some way, shape, or form. It may make an area more difficult to traverse or force a different route to be found (such as blocking a path with thick mud or falling debris). Each Truth changed, added, or removed costs 2 Threat, and some changes of circumstances could see several Truths change in quick succession.

Immediate Hazards inflict Injuries suddenly on a single character. This can come from factors like fire, collapsing structures, falling, dangerous chemicals, strange energies, traps, and other perils. The number of points of Threat spent determines the damage rating of the Injury inflicted, as well as if any other effects apply. The Injury, damage rating, and effects chosen should make sense for the environmental hazard represented: an explosion may affect a whole zone, while a powerful electrical shock might have the Breaker keyword. An immediate hazard applies its effects instantly, but characters or ships affected may attempt a Tests to resist or avoid the effects, and the easier the hazard is to avoid, the less Threat it costs (to a minimum of one).

Lingering Hazards are effects applied to an area (one zone), which inflict an Injury upon anyone within that area at the start of each turn that they remain in that area. This may represent something like a raging fire, choking fumes, or lingering radiation. You should spend Threat to create this effect when the PCs first become aware of it, though it should still come naturally from the scene description and associated Truths. Remember that, while it affects a whole area and potentially multiple characters, cunning players may figure out ways to use it against their enemies. The amount of Threat required for this depends on the amount of damage and the damage effects chosen.

Dividing the Group can complicate the PCs' plans like nothing else. Perhaps a door slams shut behind part of the group, some of them are beamed away (or left behind), or a section of floor collapses beneath them, or a means of climbing like a ladder or staircase breaks. Whatever happens, some circumstance has contrived to separate the group temporarily. When used, you split the group into two, choosing how many and which characters end up in which part of the group. You then spend Threat equal to the number of PCs in the larger of the two parts of the group. The two parts of the group cannot directly interact with one another while divided — though they may still be able to communicate by shouting — and reuniting the group will require some time and effort. At the very most, the separation lasts only until the end of the current scene.

A **Reveal** shows the PCs some fact that they wish wasn't true. This could be an ally betraying the PCs, or it could be the discovery that that the situation they're in is an ambush, or that there's a bomb in the room. This sets up a new situation, changing the nature of the scene: perhaps a social conflict or stealthy approach becomes combat, or perhaps there's now a challenge to overcome, or time pressure that applies. A Reveal costs 4 Threat.

A **Reversal** is a significant turning point or change of fortunes, and you may only use this once per adventure. By spending two Threat per PC present in the scene, you end the scene immediately, with the situation unresolved. Describe how the situation escalates or deteriorates in a major way — such as an overwhelming number of enemy reinforcements or some other imminent catastrophe — and then the scene ends. The reversal cannot be used to harm or kill the PCs directly, only to radically change their circumstances, and the players should be given a few moments to discuss their new situation before you set a new scene. As you chose how the previous scene ended, you can use it to set up the next scene in a specific way.

HAZARD SEVERITY AND THREAT COSTS (PERSONAL)

EFFECT	THREAT COST	NOTES
Injury with Damage Rating of X	Equal to Damage Rating	
Affects more than one character in that zone	+1 per extra character	
Area: Affects all characters in one zone	Multiply total cost by 2	Apply this last. May only apply to *Immediate Hazards.*
Applies to more than one Zone	+3	May only be used with *Lingering Hazards.*
Does not affect Adversaries	+3	May only be used with the *Area* effect or *Lingering Hazards.*
Injury has Breaker keyword	+1	

ENVIRONMENTAL ACTIONS

In a conflict, when the situation is split into Rounds and Turns, it may sometimes be useful to set aside a Turn every Round for the environment to take actions.

Strictly speaking, the environment isn't doing anything deliberately, but this provides a convenient point at which you can handle those moments where the scene itself adds to or spends Threat for environmental or narrative effects (as opposed to spending it on characters directly).

For example: *the action takes place inside a burning building. Each Round, the situation adds 2 to Threat, as the state of the building worsens and the fire rages (and to encourage the PCs to get out quickly), you can spend Threat to make the fire spread, to cause parts of the ceiling or floor to collapse, to make choking smoke billow out, and so forth. Gaining that Threat and spending it on those effects takes place on a specific Turn each Round, within the normal action order — so that the situation will get worse, but it won't necessarily get worse at the same point each Round.*

If the situation is especially severe, it may even warrant multiple Turns each Round, though in that case it may be wise to break up the situation into discrete problems, each of which receives a distinct Turn (to continue the above example, perhaps the collapsing building is one problem, and the fire is another).

HAPPY
EXPLORING

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EMERTA-VALO - SETTING GUIDE

Almost thirty miles wide, the city of Emerta dominates the Emerta-Valo region of Evera Prime. Built as a technologically-advanced paradise by the Everans of old, every aspect of the city's design was intended to be perfect: from its pristine and clear spaces and its beautiful boulevards, to its towering buildings and idyllic homes – life in Emerta was one of the utmost luxury.

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